Part One: Needs Assessment

What does your suit need to do for people to survive the environment?  • One condition of the environment is Protechin from backeria + so the suit needs to Water proof Chemica The property this relates to is:  (thermal protection) (strength) (flexibility) (density)  (usefulness as armor) (camouflage) (other: Water proof)  • One condition of the environment is electrical gas protection so the suit needs to fire resistant + non conductor The property this relates to is:  (thermal protection) (strength) (flexibility) (density)  (usefulness as armor) (camouflage) (other: water proof)  • One condition of the environment is garants armor) (camouflage) (other: water proof)	Third tye Agents: Use this form to plan supersuits. Fill it out completely so your suit won't fail MJ
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(usefulness as armor) (camouflage) (other:)	(usefulness as armor) (camouflage) (other:)

What does your suit need to do for people to get food, shelter, and water? (Imagine your environment's resources. Be creative!)  Getting to higher
People in this environment will get food by
so the suit needs to able to go on land
• People in this environment will get water by using a life straw  or camping pills to  so the suit needs to
so the suit needs to disinfect contagninated
——————————————————————————————————————
• People in this environment will get shelter by go to boat of great so the suit needs to be adapted to lend
DO 0120 B010 11000B 00
What other features do you want your suit to have? Start by writing down your wildest ideas:
Canao
Comfortable Veniam proof grips on hands & feet
Veniam proof
waterproof
As a team, narrow it down to the ideas most important to meet user
needs: water proof

Part Two: Materials Choice

Third Eye Agents: Use this form to plan supersuits. Fill it out completely so your suit won't fail MT
Agent Names: Dan, Melissa, Teresa
What environment is your suit for? Water
What properties are most important for your suit? (Look back at your needs assessment).
(thermal protection) (strength) (flexibility) (density)
(usefulness as armor) (camouflage) (other:)
4 2 6 C 6 S F C C C C C C C C C C C C C C C C C C
What materials will you use for your suit? How much does each material cost? This should be a number from 1-10 from the materials table/toolbox. (You can layer materials. If you do, write the cost of both combined.)
Body (Arms/Legs/Chest/Back): Kelvar - 60% Cost: 43 3.6
Joints (Elbows/Knees/Ankles): Cost: Cost:
Hands: Cost:
Feet: Cost:
Add up your total cost:

Max: 18
If your total is more,
you need to change
your materials.

What are your suit's weaknesses? What will your user need to be

careful about? (To find out, look at the materials you chose: what properties		
do they have low numbers for?)	A	K /
Thermal protection	9	6
Flex	9	Co
Density	2	7 /
Strength	8	8/
Armor	8	8
Camo	0	0
Cost	9	4
Waterproof	X	Halhow
		1

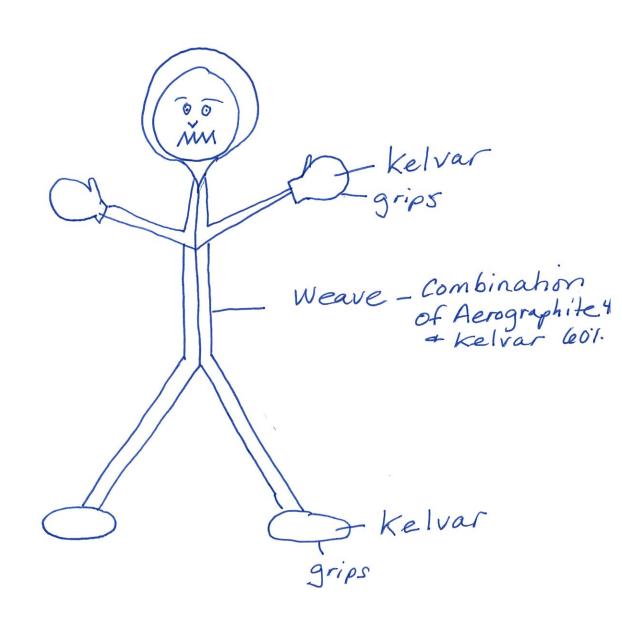
minimal weakness - We want to to be seen

Part Three: Rough Sketch

Third Eye Agents: Use this form to plan supersuits. Fill it out completely so your suit won't fail. - M]

Agent Names: Dan, Melissa, Teresa

Draw a rough sketch of your suit below. Label important parts. This doesn't need to be fancy. You'll do a final drawing later.



#### FINAL REPORT

Agent Names: Dan	Melissa, Teresa
Suit Name: Dermara:	mlid dwr - Welch for water repellent
Designed for environment: _	Flood waters
	was: Is kevlar heavy? yet-impressive
	Looked up kevlar
	these weaknesses: What weaknesses?  e weakness but we want seen.
Total Cost:	

#### On the back, provide a labeled drawing of the suit:

- Label all materials
- Label parts of the suit that meet needs based on the environment
  - O For example, "the joints are dyneema for flexibility the jungle is difficult to travel in"
- Make multiple drawings from multiple angles or include close-ups, if necessary

FINAL REPORT: LABELED DRAWING

