**SJRS Design Challenge**

For the Space Junk Removal System (SJRS) design challenge we all need to agree to the same constraint criteria so the game stays fair. Here are the basic constraints:

1. The product must have a 12” square footprint. This means it can be:
   1. \_\_\_\_\_\_\_x \_\_\_\_\_\_\_\_\_
   2. \_\_\_\_\_\_\_x \_\_\_\_\_\_\_\_\_
   3. \_\_\_\_\_\_\_x \_\_\_\_\_\_\_\_\_
   4. \_\_\_\_\_\_\_x \_\_\_\_\_\_\_\_\_

And though not very reasonable it could be:

e. \_\_\_\_\_\_\_x \_\_\_\_\_\_\_\_\_

f. \_\_\_\_\_\_\_x \_\_\_\_\_\_\_\_\_

2. The product must collect as much space junk as possible within ***1 minute***.

3. There will be 100 points possible on the board. Metal (paper clips) pieces of junk are worth 2 points, the rest are worth 1 point each.

4. Teams must have 1 player, 1 navigator, 1 scorekeeper/referee, and 1 timer at a time.

5. All teams will compete on the same style game board with the same rules as adapted by 1 game from lesson 1.