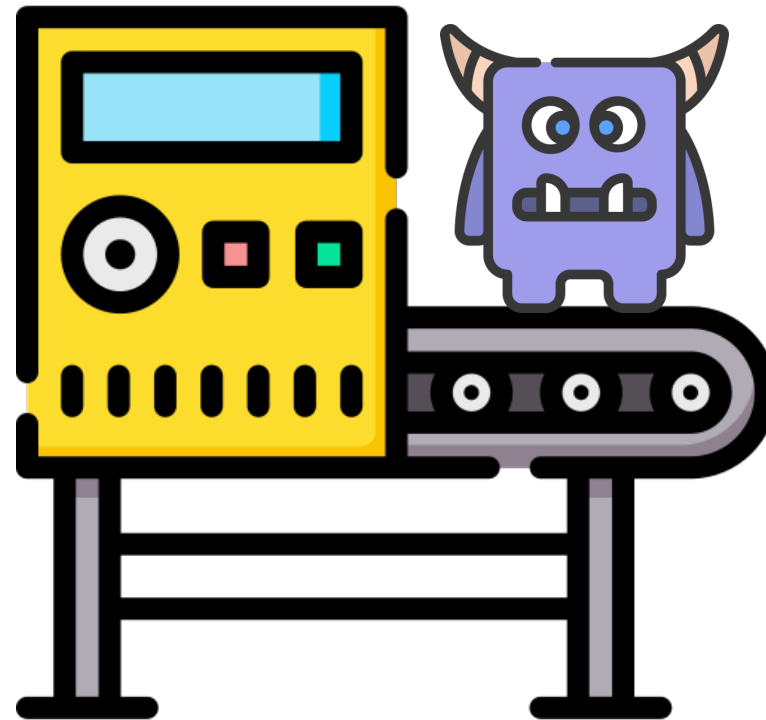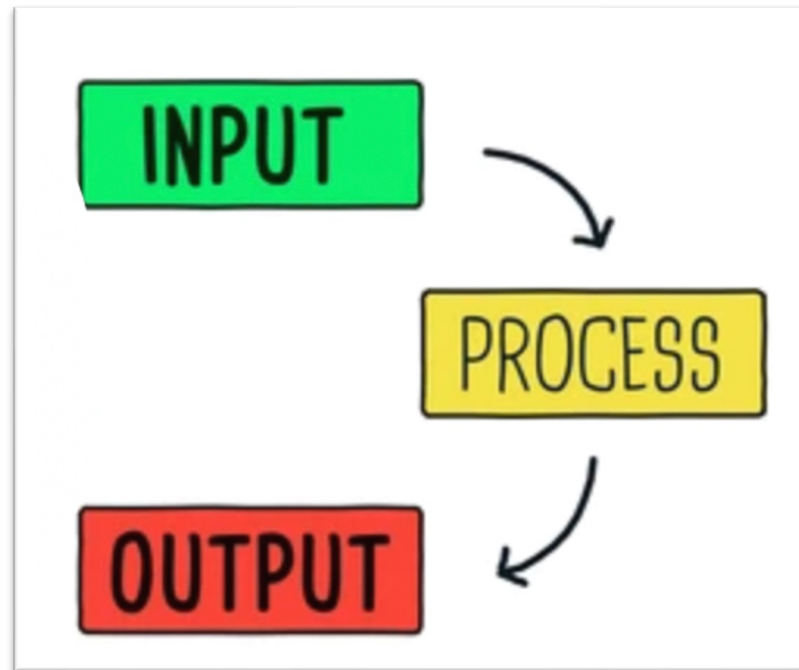# 3Dux|Design

Mystery Monster-Making Machine Project Guide

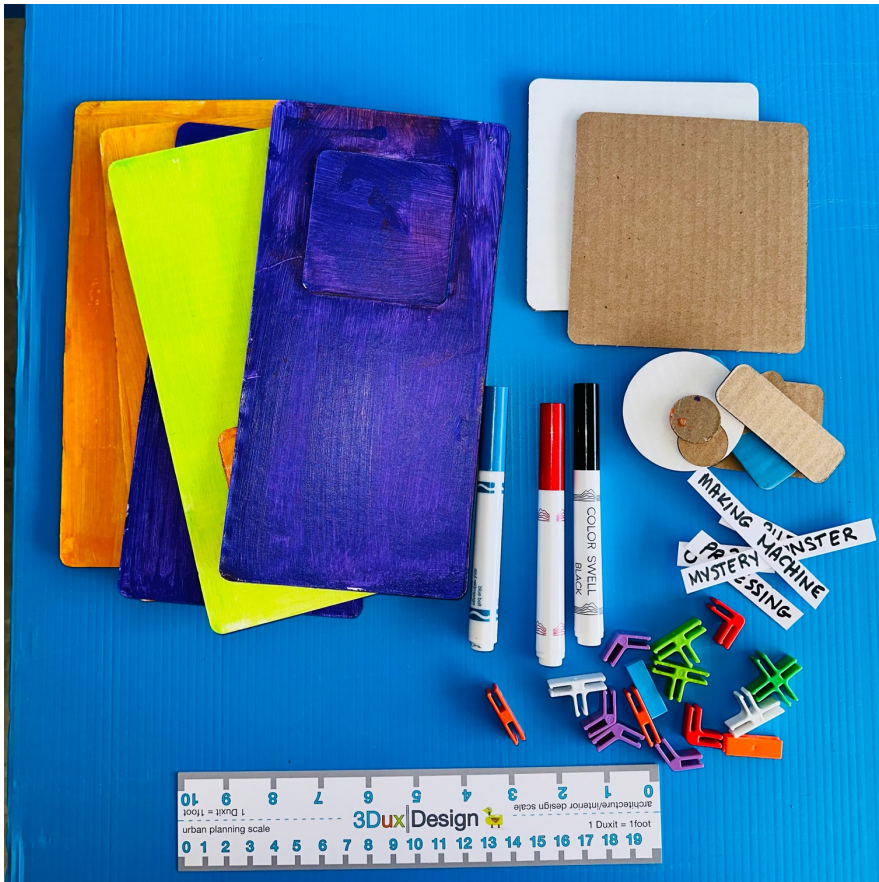A Fast-paced, No-Tech Computer Science Game on Input and Output

Computer Functions

- Input
- Processing
- Output

Construct our monster-making machines

- Triangular design
- 3 workstations
- 3 conveyors (tunnels)
- A hiding space to store your monsters

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Input Teams

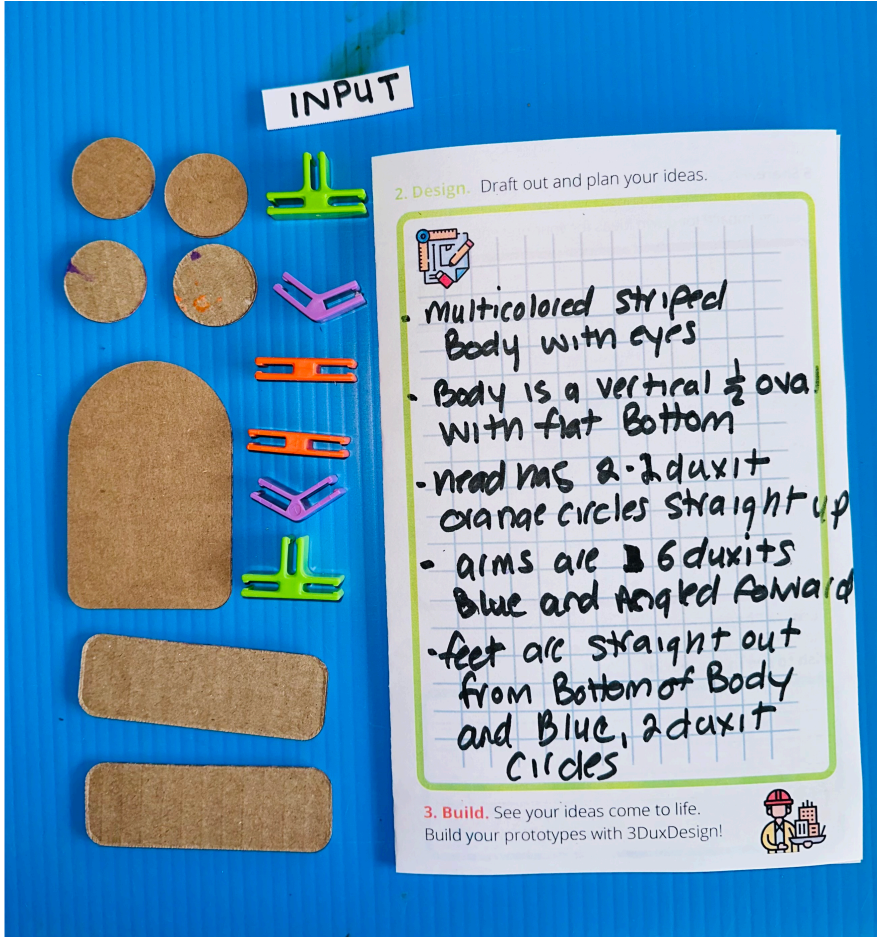You will have 4 minutes to build and decorate a monster
- 7 small cardboard shapes of choice
- 6 connectors of choice

Input Teams

You will have 5 minutes to write a detailed description and collect a second set of ALL required materials for the next team to build a twin.

Input Teams

Time is up! Pass the monster pieces and datasheets through the conveyor to your right for your neighbors to collect.
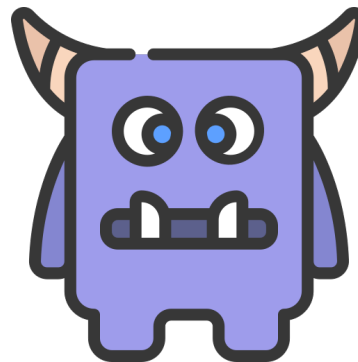
Processing Teams

Using the input data provided, decorate the monster parts and build a prototype. With as many details as possible, draft a sketch with building instructions for the next team. You will have 5 minutes to complete the mission.

1. Explore the materials.
2. Read the datasheet.
3. Construct a model.
4. Draw a very detailed sketch of the mystery monster.
5. color in the pieces exactly as described on the datasheet.

Processing Teams

Pass your data sheet through the conveyor to the team to your right. You should also be receiving materials from the team to your left. You will soon move on to your next role as processors..

Output Teams

You will have 4 minutes to reconstruct the original monster using the materials and sketch as a guide.
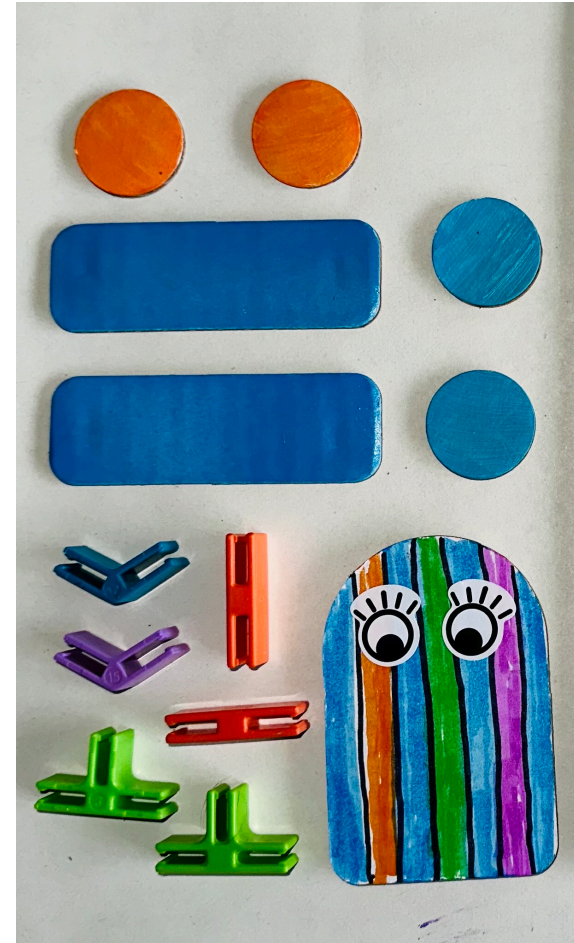
Assessment

Pass the monsters through the conveyor to the team to your right (the original monster designers). Compare the output to the original Monster. Is it an identical twin? Is it close? You will have some time to discuss the results with the class.