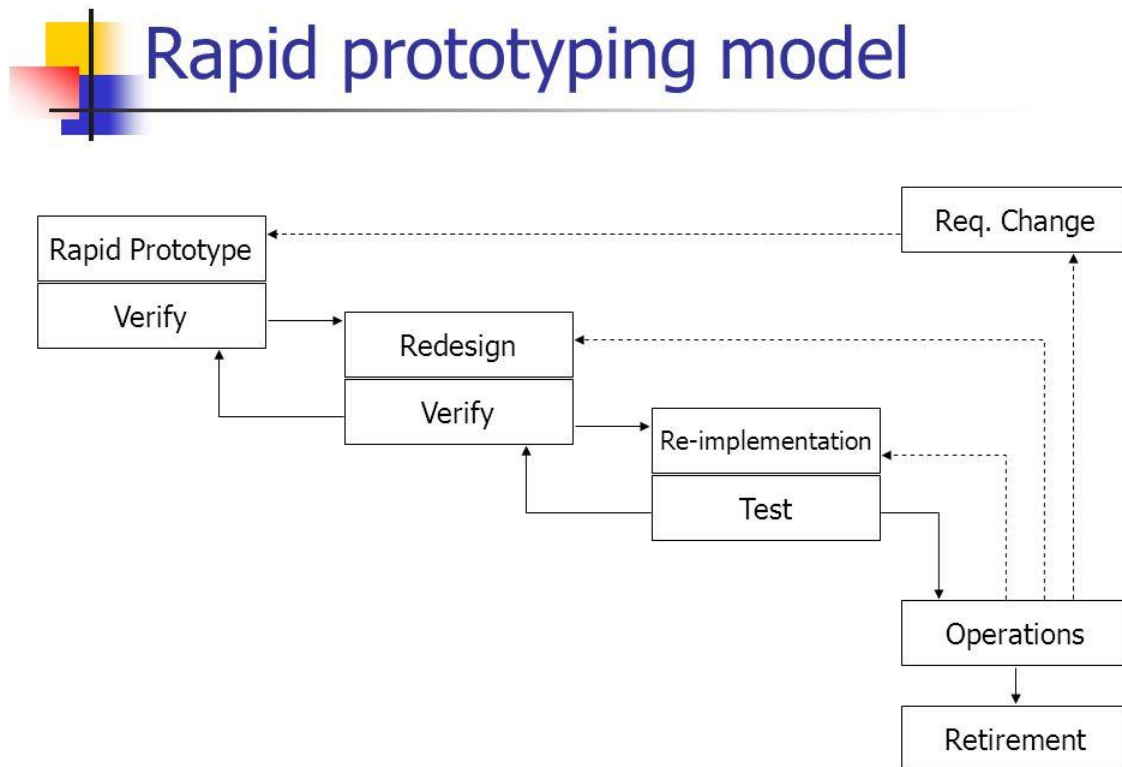# PAPER AIRPLANE GAME

AIM: The aim of the game is to make players understand the important principles and assumptions of rapid prototyping (RP).

INSTRUCTIONS:

- Each team can have 4 members.
- Fold the paper provided to you to make a paper airplane in 8 minutes.
- Test the airplane by landing it on the table in front of you.
- Try to make some modifications to your plane that you think will help it fly better in 6 minutes.
- Test the airplane once again by landing it on the table.
- Observe the difference with the modification done.
- Take another sheet of paper and do it again with completely different design in 6 minutes.
- You are expected to learn about design through the testing of early prototypes
- RP allows (encourages) you to design, develop, and compare seemingly opposite designs.

The following figure shows the steps of rapid prototyping model

Difference between Traditional Approach and Rapid Prototyping Approach

Traditional Approach

Manual Iteration

- Algorithm development
- Hardware and software design
- Implementation of production system

Rapid Prototyping Process

Rapid Iteration

- Algorithm design and prototyping
- Implementation of production system