

BURJ KHALIFA TOWER GAME

AIM: The aim of the game is to make players understand and learn the waterfall model of software engineering methodology.

INSTRUCTIONS:

- Each team can have 4 members.
- The mission of each team is to build a tower as high as possible using only what is placed in front of them.
- Material for each group:
 - Two A4-size sheets of construction paper per team.
 - One pair of scissors per team.
 - Two 20-inch strips of clear tape per team.
- No other materials may be used.
- No testing will be allowed until you have shown your work and have a tower built to ready to test - for 60 seconds free standing
- The tower must be freestanding and remain freestanding for at least 60 seconds.
- The tower cannot be taped to the floor or any other support.
- The team engineering the tallest tower wins a prize.

NOTE – There is a 20-minute time limit.

The diagram below illustrates the steps of Waterfall Model

