

Games Developed:

- 1) Pipes and Marbles
- 2) Lego and Brainbusters
- 3) Toxic Waste
- 4) Zoom and Rezoom
- 5) Alibi

000.



Judging Criteria:

- 1) Planning
- 2) Communication
- 3) Teamwork
- 4) Ethics
- 5) Debriefing



- 1) Fun & engaging
- 2) Involves teamwork
- 3) Simple to learn, setup, & play
- 4) Game play can be evaluated
- 5) Avoids cultural/handicap conflicts







