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**Friendly Forces Finder**  
***'SEE YOUR TEAM'***

# Introduction to Paintball

## Speedball

- **Fast Paced**
- **Small Fields**

## Scenario Based

- **Team Work**
- **Larger Fields**
- **Longer Games**



# Problem

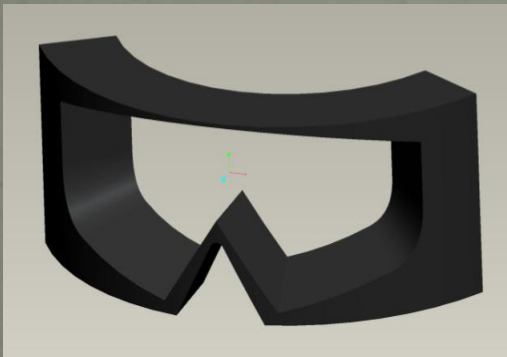
- **Fratricide (shooting your own friends)**
- **Cumbersome handheld devices**
- **Insufficient communication**

# Need

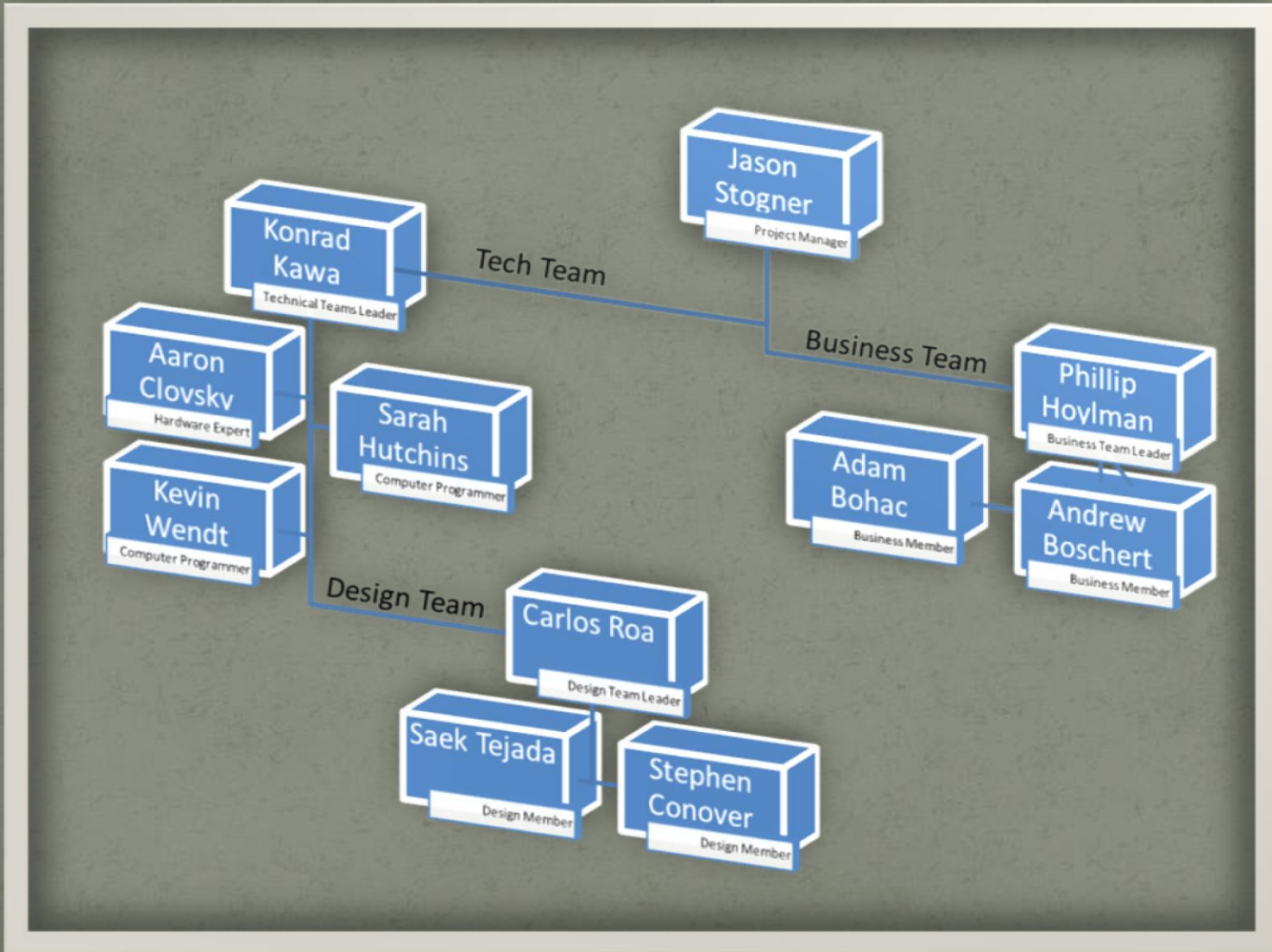
- **IFF (Identify Friend from Foe)**
- **Hands-Free device**
- **Streamlined data and communication**

# Solution

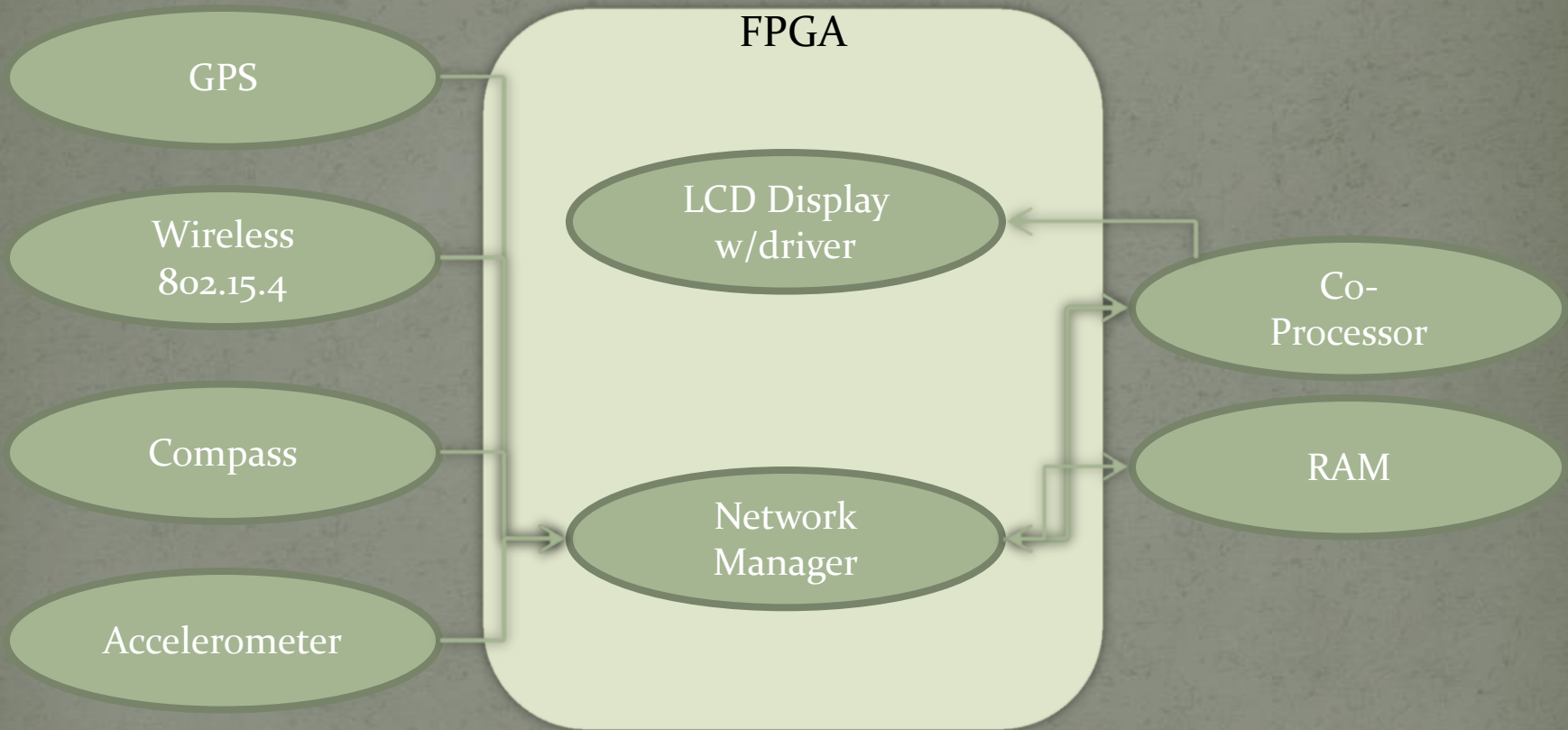
- **Smart Specs 3<sup>F</sup>**
  - **Heads-Up display**
  - **Real-Time communication**
  - **Teammate identification**



# Organization of the Team



# Technology



# Hurdles We Have Overcome

- **Technical team**
  - **Development Timeline**
  - **Technology Constraints**
- **Design team**
  - **Learning CAD**
  - **Design Development**
- **Business**
  - **Reaching Contacts**
  - **Coordinating Out of Class Meetings**

# Hurdles to Overcome

- **Technical team**
  - **Assembly of Prototype**
  - **Debugging**
- **Design team**
  - **Size Constraints of 3D Printer**
  - **Mask Tolerance**
- **Business**
  - **Finish Business Plan**
  - **Market Entry Strategy**



# Summary

- **In conclusion....**



# Questions

**Presenters:**

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