

Pitch Planner

Name: _____

Team: _____

Date: _____

INSTRUCTIONS

- Plan a 3–5 minute pitch to Pat.
- Every team member should speak at least once.
- Fill in notes and assign each part to a group member.
- Practice your pitch at least 2 times.

	Notes
1. The Problem <i>In Pat's words, what does our game need to do? (Reference all five criteria.)</i> Assigned to:	
2. Our Game <i>What is it, how do you play, and how do you win?</i> Assigned to:	
3. Our Custom Part <i>What did we design in TinkerCAD, and why does it make our game better?</i> Assigned to:	

4. Our Data <i>What was our win rate and estimated profit? What change did we make after testing, and why?</i> Assigned to:	
5. The Case <i>Why is our game fun, fair, safe, buildable, and profitable? (Back each claim with evidence.)</i> Assigned to:	
6. Honest Reflection <i>One limitation of our design, and what we would try next if we had more time.</i> Assigned to:	