



**Object-Oriented Software Engineering:
Using UML, Patterns and Java, 3rd Edition**
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Project Organization and Management
Icebreaker Exercise

Team-Exercise: "Building a Bridge"

The mission:

The job for the team is to build a bridge that is connecting two tables.

Requirements:

The bridge has to be self-supporting, so no pillars are allowed in the middle of the bridge.

Pedestrians shall be able to get onto the bridge from the level of the edge.

The building material for the bridge is plastic in form of toy Lego building bricks.

Implementation:

For the solution of the problem the teams get

- 4 large buckets of Lego building bricks

and the procedure is

- 30 minutes for planning and prototyping (*prototyping*) and
- 5 minutes for the final build from scratch (*construction*) .

At the end of the *prototyping phase* all Lego parts have to be taken apart again and the bridge has to be built from scratch in the *construction phase*.

The beginning and the end of the phases are being signalled by the coach as well as the configuration of the tables.

After the *construction phase*, the bridge will be tested. It has to last at least one minute.