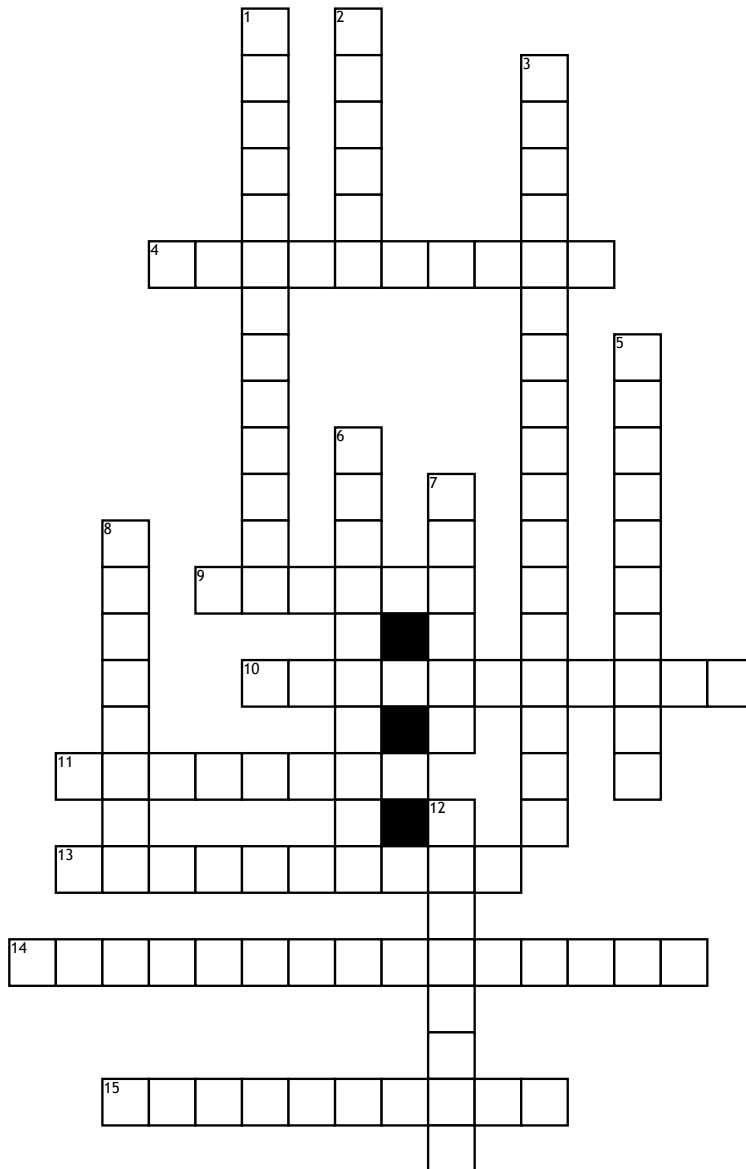


Unit 1 key terms puzzle



Across

- 4. limitation or restriction
- 9. place a value on
- 10. A written plan that identifies a problem to be solved, its criteria, and its constraints.
- 11. someone who creates plans to be used in making something (such as buildings)
- 13. generate ideas
- 14. A part of design brief that challenges the designer, describes what a design solution should do without describing how to solve the problem, and identifies the degree to which the solution must be executed.

15. the ability to produce novel and valuable ideas

Down

- 1. A systematic problem-solving strategy, with criteria and constraints, used to develop many possible solutions to solve a problem or satisfy human needs and wants and to winnow (narrow) down the possible solutions to one final choice.
- 2. someone who pays for goods or services
- 3. A record of design ideas generated in the course of an engineer's employment that others may not claim as their own.

- 5. the creation of something in the mind
- 6. the act of judging or assessing a person or situation or event
- 7. the act of working out the form of something (as by making a sketch or outline or plan)
- 8. a person who uses scientific knowledge to solve practical problems
- 12. standards by which something is judged