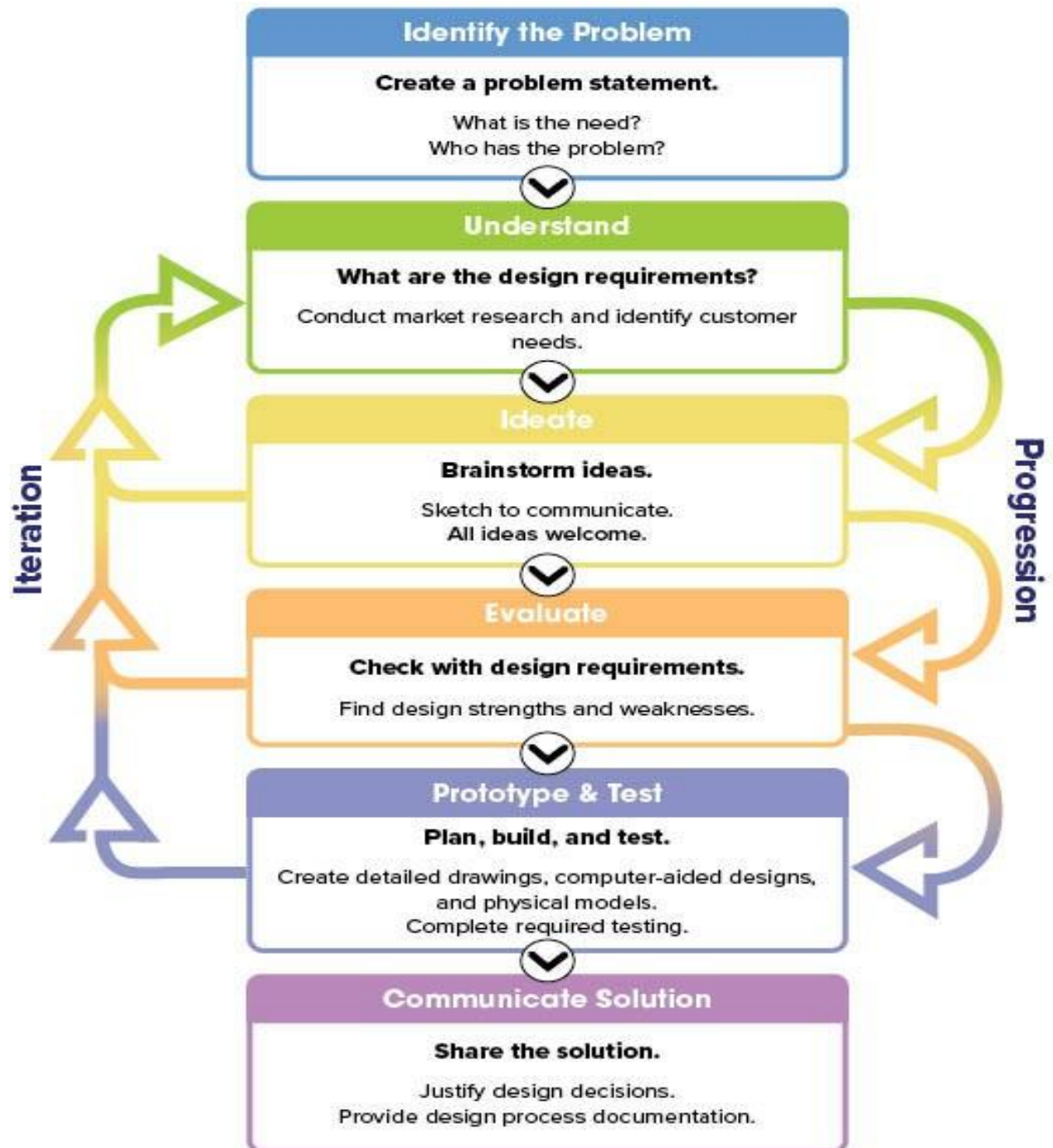


BIRDEE UNIT 1
DIGITAL PORTFOLIO
MODULE 3

Name:

Date

Engineering Design Process



1.3.1. Identify and Define the Client's Problem

Group: _____

Date: _____

Part 1:

1. **Who is the client?**
2. **What is the client's problem?**
3. **Who are the "users" of the food delivery system? Is there more than one?**
4. **Write a problem statement. The problem statement should have a *user* and a *need*.**
5. **What are your initial thoughts on what you should design for the client?**
6. **What are the design requirements for the client's problem? Look at the client memo.**
7. **What other information do you need to know? How could you get this information?**

Part 2:

Write down notes from the additional materials provided that relate to requirements and customer feedback and opinions.

Based on your analysis of the client memo and additional materials, fill out the four-box organizer below to *identify* and *define* the client's problem. Think about the dirty shoes and stapler examples we have explored previously. You will follow the same procedure for EatEZ's design problem.

