

This example would score 80 points out of 100.

## Period 3: Lessons Learned Example #2

### Team 16-0000

#### Section 1

1. Problem solving and persistence.
2. How to think creatively and to prototype things that may not work to find the solution to a problem (hardware).
3. How to look at and do things in many different ways, as opposed to doing something considered "normal".

#### Section 2

1. The (code) documentation process has pushed me to write cleaner, more easily understandable code with meaningful names for methods and variables.
2. Helped us understand how to write about and describe our creation to someone else.
3. Helped keep track of what had been done and what must be done.
4. Helped me be more organized and thorough.

#### Section 3

1. The good-natured-ness that the teams at competition have, despite the competition.
2. That everyone is willing to help you whether they are your own mentors or a different team.
3. How much fun it is!
4. How important the documentation is.

#### Section 4

1. Make sure that you test your code thoroughly before moving on.
2. Have Fun! It may be a competition but don't let that take the fun out of it
3. Yea, have fun; also, when making a chassis or some sort of standing square structure, remember (if you do not support it): square -> rhombus -> parallelogram -> line...
4. Do everything as soon as possible. The longer you hold things off, the less time you'll have for testing.

**Commented [MC1]:** None of the section headers use the wording required by the rubric. Minus 20 points.

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