

Concept 1:

In a world where roads have completely disappeared. Due to overpopulation, all space on land has been taken up by residential and commercial buildings. There is no more room for a vehicle to drive on land, so there are new forms of rapid travel that involve flying. Flying cars, motorcycles, and even public transportation such as flying buses and trains have been invented. There are factors that companies must consider when developing products meant for these new circumstances. These factors involve more exposure to UV rays, adaptation to higher velocities, and turbulence resistance.

Artifact 1: Anti-gravity coffee cup.

This artifact is made in a world where people would commute to and from work or school using flying vehicles. Because of this, we had to adapt everyday objects to fit these modes of transportation. This anti-gravity cup prevents coffee spillage during turbulence due to its anti-gravity chamber and a magnetic base that secures it to any cup holder.



Artifact 2: Motorcycle helmet for air travel

In a world where vehicles fly, commuters who prefer to travel via motorcycle would be much more exposed to the elements compared to current-day motorcycle riders. This helmet allows users to breathe properly at high altitudes while combating harmful UV rays.



Artifact 3: Spare Wing

In a world without roads and tires, what gets you back in the air fast? A spare wing! Working exactly like a spare tire, the spare wing can be stored and used to replace a broken wing in no time.



Artifact 4: Hover Wheel

Since vehicles are flying, the wheels of the car need some sort of mechanism to fly. That's when the hover wheel comes into play which lets the vehicle fly in the air.



Artifact 5: Sensor

With vehicles flying in the air, there needs to be some sort of safety mechanism so vehicles do not crash into each other. These sensors will allow vehicles to travel in the air at a safe distance from other vehicles.



Concept 2:

In a world where teleportation has just been discovered. In the year 4021, scientists have discovered ways to safely teleport a human from one place to another. Teleportation is quicker and more environmentally friendly compared to driving or flying, so the general public is excited to get their hands on this new technology. This discovery is making headlines, and capitalists are jumping on the idea of creating the first-ever teleportation device for consumers. There are four big tech companies competing to see who can sell the best teleportation device. They must consider cost, portability, accessibility, and style in their products. All these devices have vastly different concepts, it is up to the consumers to decide which is the most appealing.

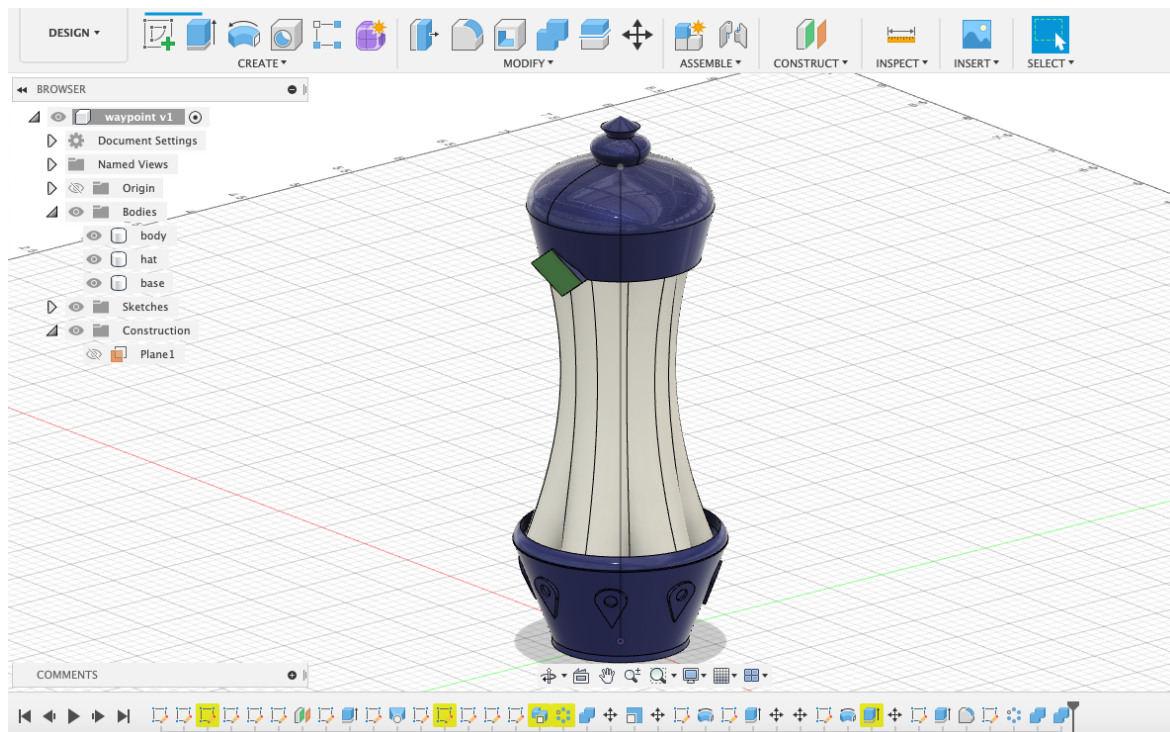
The four concepts involve:

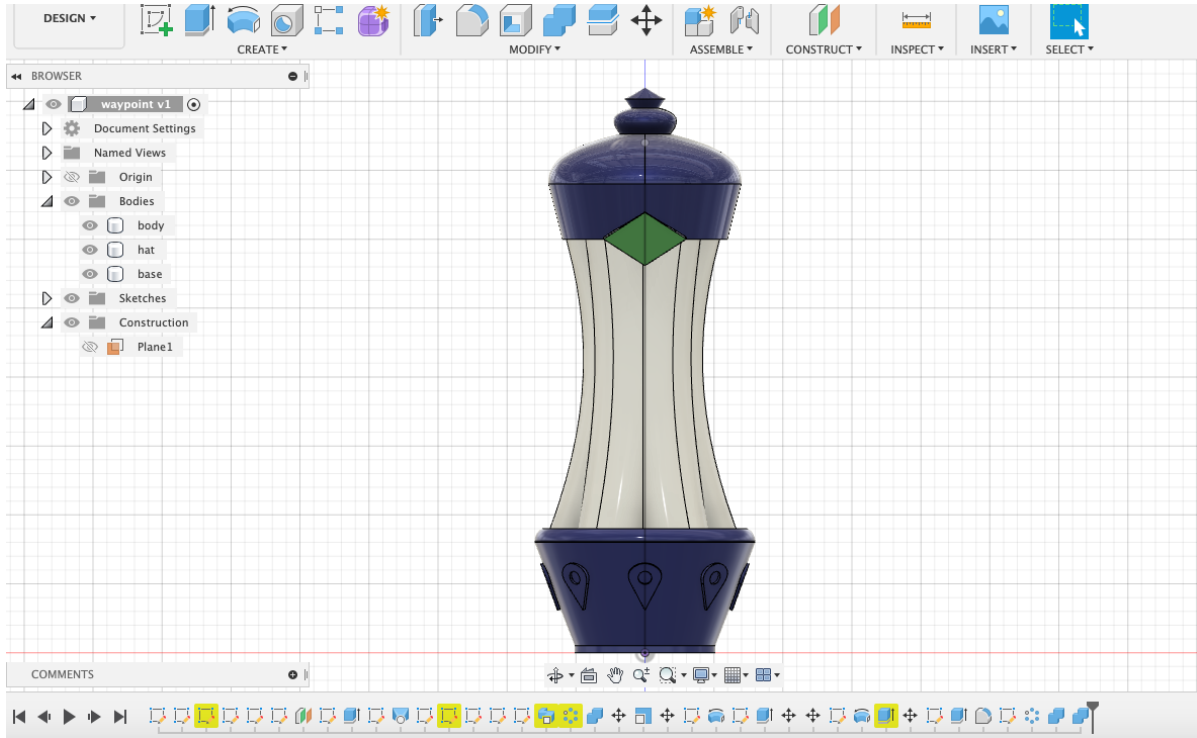
1. A portal gun - Zack
2. Waypoints - Patty's Company
3. Wearable teleportation devices: shoes or glasses - Huy
4. Access card system for teleportation terminals- Zachary's Company

Patty's Artifacts

Artifact 1: Portable waypoint marker

Waypoints allow users to have a device that allows them to travel to specific locations. Users set the pocket-sized waypoint marker on a flat surface whenever they want to travel. Public waypoints are set up in popular areas. This includes in front of City Hall in Downtown San Jose, near Pier 39 in San Francisco, and in Times Square in NYC. Waypoint kits are also available so users can set up waypoints at their homes, office, or other places of interest.

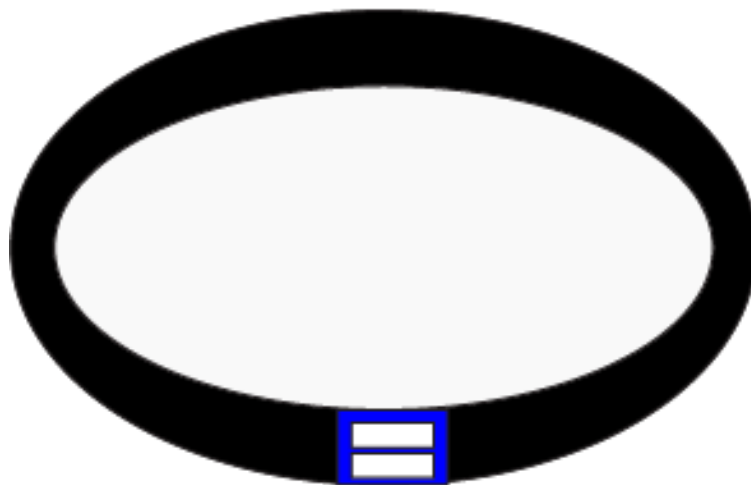




Zachary's Artifacts

Artifact 1: Access Cards

In order to use the waypoints, you need to have access to them. This means you would need to purchase a wristband/access card that is compatible with the waypoints.



Artifact 2: Teleportation Glasses

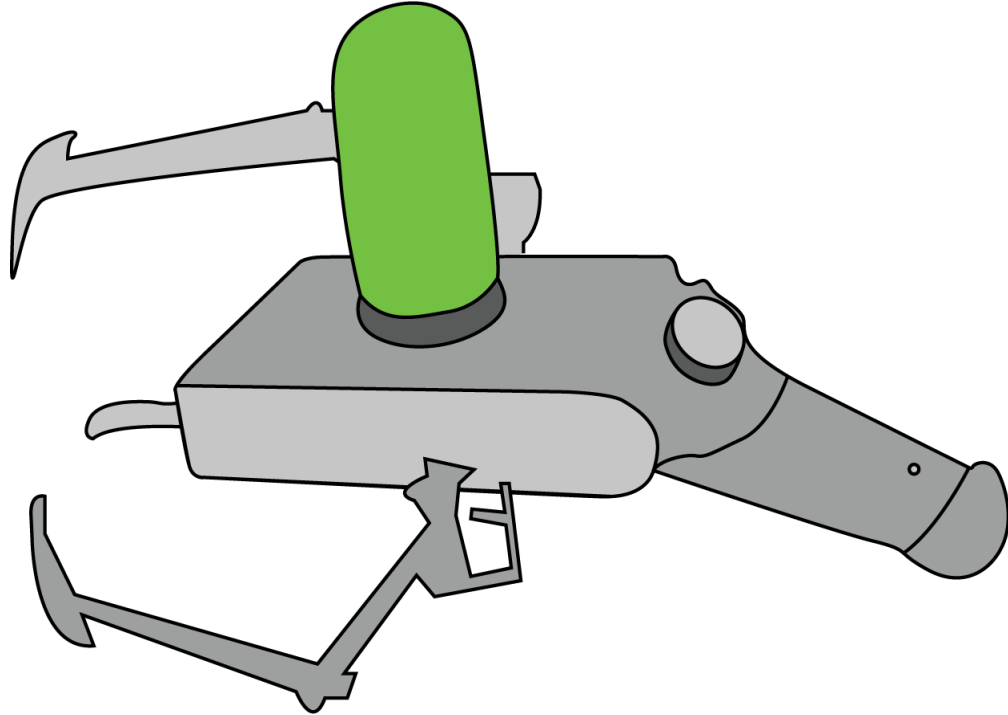
When teleporting you are exposed to very bright UV rays which will damage your vision. This is where teleportation glasses come in handy as they protect your eyes from the light exposure when teleporting.



Zack's Artifacts

Artifact 3: Portal Gun

To get from one place to another, in a relatively short distance, You can shoot two portals using this gun that allows you to travel through a portal between your two shots.



Huy's Artifacts

Artifact 4: Wearable teleportation devices Jumper shoes

On this device, to activate the teleport function, the user sets a specific destination they want to go by turning the knob on the shoe. By default, it shows the blue color to indicate time travel has not been set and turns orange when ready.

