

Criteria for Parts Used on Surviveit2 Projects

First, we have three documents to start the consideration process that help form an overall approach to parts used on this project, they are:

1. Eliminate, Reduce, Rise, and Create (ERRC) Grid.
2. Six Stages of Buyer Experience Cycle.
3. Total Cost of Ownership.

Then we also factor in the following criteria design elements to establish value, ranking order, and as our needs vary. So, not in a specific order of high to low importance, they are:

- Functionality- is this the right part for the right job?
- Weight - of individual part and overall weight of project.
- Size- of part/s
- Strength - of part
- Comparable to other parts used.
- Cost- of parts
- Material used- type and finish on Part.
- Manufacture process- to produce parts, mold require.
- Assembly- of parts
- Where can we purchase parts, single sourced?
- Easy to use parts or mechanism?
- Multi-task part?
- What other OPTIONS are available to acquire parts?
- Parts-pay for themselves or just nice to have?
- Long tail item-to expand offering and capabilities?
- And the list goes on...

Projects of this kind require evaluating factors to develop the strongest possible survival product. The criteria above outline the reasoning behind the project's development, the evolution of its final design, and the use of available science to guide each decision rather than leaving outcomes to chance.

Also, see our Humanity Perils and Your Survival Guide Number 5 for our Big Disaster Picture Puzzle for more insight and other specific considerations we designed prior to starting design work on this project.