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| --- | --- | --- |
| Resource ID | Resource Description | Type of resource |
| SOFT.1 | Microsoft office | Material |
| SOFT.2 | Latex | Material |
| SOFT.3 | GitHub | Material |
| SOFT.4 | Trello | Material |
| SOFT.5 | Solidworks | Material |
| SOFT.6 | Eagle | Material |
| SOFT.7 | Live Plan | Material |
| SOFT.8 | Wix | Material |
| SOFT.9 | Jitsi | Material |
| SOFT.10 | Final Cut Pro | Material |

1. PROJECT MANAGEMENT

1.1. Development project management plan

**SOFT.1 SOFT.2 SOFT.3**

1.2. Monitoring of the project

1.2.1. Meetings

**SOFT.9**

1.2.2. Task tracking and scheduling

**SOFT.4**

1.3. Annual reporting

**SOFT.1 SOFT.2 SOFT.3**

1.4. Project implementation of risk management

2. QUALITY AND ADMINISTRATION

2.1. Human Resources

2.1.1. Employment of the necessary staff

2.1.2. Human resources management

2.2. Financial Plan

2.2.1. Costs

2.2.1.1. Fix

**SOFT.1 SOFT.3 SOFT.7**

2.2.1.2. Variable

**SOFT.1 SOFT.3 SOFT.7**

2.2.2. Funding

**SOFT.1 SOFT.3 SOFT.7**

2.2.3. Economic feasibility

**SOFT.1 SOFT.3 SOFT.7**

2.2.4. Evolution monitoring

**SOFT.1 SOFT.3**

2.2.5. Additional and follow-up funding seek

2.3. Documentation Management

2.3.1. Guidelines preparation

**SOFT.1 SOFT.2 SOFT.3**

2.3.2. Document revision

**SOFT.1 SOFT.2 SOFT.3**

2.3.3. Document rectification

**SOFT.1 SOFT.2 SOFT.3**

2.3.4. Document approval

**SOFT.1 SOFT.2 SOFT.3**

2.4. Periodic Monitoring

**SOFT.4**

3. STATE OF THE ART

3.1. Payloads

3.1.1. Search for current space applications

**SOFT.1 SOFT.2 SOFT.3**

3.1.2. Requirements definition

**SOFT.1 SOFT.2 SOFT.3**

3.2. Modular System

3.2.1. Search for current modular systems with space applications

**SOFT.1 SOFT.2 SOFT.3**

3.2.2. Requirements definition

**SOFT.1 SOFT.2 SOFT.3**

3.3. Urban Development Applications with Space Technologies

3.3.1. Search for current space applications

3.3.1.1. Weather forecast

**SOFT.1 SOFT.2 SOFT.3**

3.3.1.2. Urban planning (3D models)

**SOFT.1 SOFT.2 SOFT.3**

3.3.1.3. Greenhouse emissions reduction (pollution)

**SOFT.1 SOFT.2 SOFT.3**

3.3.2. Requirements definition

**SOFT.1 SOFT.2 SOFT.3**

4. PRODUCT DEVELOPMENT

4.1. Preliminary Design

4.1.1. Payloads

4.1.1.1. Research

**SOFT.1 SOFT.2 SOFT.3 SOFT.5**

4.1.1.2. Development

**SOFT.1 SOFT.2 SOFT.3 SOFT.5**

4.1.2. Modular system

4.1.2.1. Development of physical framework for sensor blocks

**SOFT.1 SOFT.2 SOFT.3 SOFT.5**

4.1.2.2. Development of systems interaction and applications

**SOFT.1 SOFT.2 SOFT.3 SOFT.5**

4.1.2.3. Development of sensors’ data fusion software

**SOFT.1 SOFT.2 SOFT.3 SOFT.5**

4.1.2.4. Definition of SATCOM applications domains

**SOFT.1 SOFT.2 SOFT.3 SOFT.5**

4.1.3. Interaction platform

4.1.3.1. Implement web-based servers for sharing sensors’ data

**SOFT.1 SOFT.2 SOFT.3 SOFT.6**

4.1.3.2. Implement processing algorithms based on applications

**SOFT.1 SOFT.2 SOFT.3 SOFT.6**

4.1.3.3. Pre-design a full services stakeholders platform

**SOFT.1 SOFT.2 SOFT.3 SOFT.6**

4.2. Final design

4.2.1. Payloads

4.2.1.1. Sensors’ final design

**SOFT.1 SOFT.2 SOFT.3 SOFT.5**

4.2.1.2. Sensors’ final technical specifications

**SOFT.1 SOFT.2 SOFT.3 SOFT.5**

4.2.2. Modular System

4.2.2.1. Modular system final design

**SOFT.1 SOFT.2 SOFT.3 SOFT.5**

4.2.2.2. Sensors’ data fusion software final design

**SOFT.1 SOFT.2 SOFT.3 SOFT.5**

4.2.2.3. Modular system’s final technical specifications

**SOFT.1 SOFT.2 SOFT.3 SOFT.5**

4.2.3. Interaction Platform

4.2.3.1. Web based servers for data sharing final implementation

**SOFT.1 SOFT.2 SOFT.3 SOFT.6**

4.2.3.2. Processing algorithms based on applications final design

**SOFT.1 SOFT.2 SOFT.3 SOFT.6**

4.2.3.3. Full services stakeholders platform implementation

**SOFT.1 SOFT.2 SOFT.3 SOFT.6**

4.2.3.4. Final technical specifications

**SOFT.1 SOFT.2 SOFT.3 SOFT.6**

5. SIMULATION, TESTING, VALIDATION AND QUALITY

5.1. Technology Demonstrator Prototype Manufacturing

5.1.1. Manufacturing of payload sensors

5.1.2. Manufacturing of modular system

5.1.3. Implementation of interaction platform

5.2. Payload Validation

5.3. Modular System Validation

5.4. Interaction Platform Validation

5.5. Full System Prototype Validation

5.6. Quality of the Product

6. BUSINESS PLANNING AND EXPLOITATION OF RESULTS

6.1. Market Approach\*(FALTA COMENTARLO)

6.1.1. Study of stakeholders

**SOFT.1 SOFT.3**

6.1.2. Procurement conditions negotiation

**SOFT.1 SOFT.3**

6.1.3. Resources purchase

**SOFT.1 SOFT.3**

6.2. Exploitation and Business Plans

**SOFT.1 SOFT.3 SOFT.7**

7. COMMUNICATION AND DISSEMINATION STRATEGIES

7.1. Dissemination and Communication Plan

**SOFT.1 SOFT.2 SOFT.3**

7.2. On-line Dissemination/Communication Activities

7.2.1. Web site development

**SOFT.8**

7.2.2. Social media management

7.3. Off-line Dissemination/Communication Activities

7.3.1. Conferences

**SOFT.9**

7.3.2. Meetings

7.4. Production of Dissemination Materials

7.4.1. Technology demonstrators

**SOFT.1 SOFT.10**

7.4.2. Audio visual material production

**SOFT.1 SOFT.10**