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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 |
| **HARDW.1** | **Payload building blocks** | Material |
| **HARDW.2** | **Modular building blocks** | Material |
| **HARDW.3** | **Interaction platform building blocks** | Material |
| HARDW.4 |  | Material |
| HARDW.4 |  | 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

**HARDW.1**

5.1.2. Manufacturing of modular system

**HARDW.2**

5.1.3. Implementation of interaction platform

**HARDW.3**

5.2. Payload Validation

**HARDW.1**

5.3. Modular System Validation

**HARDW.2**

5.4. Interaction Platform Validation

**HARDW.3**

5.5. Full System Prototype Validation

**HARDW.1 HARDW.2 HARDW.3**

5.6. Quality of the Product

**HARDW.1 HARDW.2 HARDW.3**

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**