



BRIGHAM YOUNG UNIVERSITY
AUVSI CAPSTONE TEAM (TEAM 45)

Unmanned Ground Vehicle Requirements Matrix

ID	Rev.	Date	Description	Author	Checked By
RM-001	0.1	10-23-2018	Initial requirements	Jacob Willis	Brady Moon
RM-001	1.1	10-26-2018	Better performance measures	Jacob Willis	Kameron Eves
RM-001	1.2	10-26-2018	Edits after design review	Brady Moon & John Akagi	Kameron Eves

<div>Product: UAV</div> <div>Subsystem: PAYLOAD/Unmanned Ground Vehicle (UGV)</div> <div>Notes:</div> <div>*normalized by the fuselage diameter cubed</div>		Subsystem Performance Measures		Units							
		Drop mechanism mass		kg							
		Weight mechanism can support		N							
		Aircraft internal volume consumed*		%							
		Stowed drop mechanism drag		N							
		Maximum landing velocity		m/s							
		UGV landing distance from target		m							
		Rule violations		cnt							
Target Design Requirements		Importance	1	2	3	4	5	6	7		
1	Complies with competition rules	5	●						●		
2	Capable of lowering the payload to the ground	5	●	●							
3	Lands UGV within landing zone	3					●	●			
5	Delivers UGV without damage	3		●			●		●		
6	Deployable from airframe	4			●	●					
7	Does not interfere with takeoff/landing	3	●			●					
8	Causes minimal aerodynamic interference	3				●					
9	Drop mechanism does not interfere with UGV movement	2					●	●			
		Upper Acceptable	Ideal	Lower Acceptable							
					0.6	0.1	0				
					-	1.3	0.6				
					50	0	-				
					1.5	0.3	0				
					5	1	0				
					22	0	-				
					1	0	-				

Figure 1: Requirements matrix for the subsystem which will deliver the UGV to the ground.