



BRIGHAM YOUNG UNIVERSITY
AUVSI CAPSTONE TEAM (TEAM 45)

UGV 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

Product: UAV Subsystem: PAYLOAD/Unmanned Ground Vehicle (UGV)		Subsystem Performance Measures							Units
			Drop mechanism mass	Weight mechanism can support	Aircraft internal volume consumed*	Stowed drop mechanism drag	Maximum landing velocity	UGV landing distance from target	Rule violations
			kg	N	%	N	m/s	m	cnt
Notes: *normalized by the fuselage diameter cubed									
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	Lower Acceptable	Ideal					
		0.6	0	0.1					
		-	0.6	1.3					
		50	-	0					
		1.5	0	0.3					
		5	0	1					
		22	-	0					
		1	-	0					

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