Test3

Working Title

Group 29 Photonic

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PROJECT NARRATIVE

* Description
* Statement of motivation
* Discuss project goals and objectives
* Function of the project
* Reference any external input from customers or marketing analysis of competitive products or projects used to identify OUR project features.
* No numbers!
* Conceptual, and specific to project
* Identify project goals with adjectives

REQUIREMENT SPECIFICATIONS

* For the project as a whole
* Identify project constraints and related standards currently known (these develop naturally throughout the course of design) and reiterated in future documentation
* Use numbers!
* Answer how: many, often, high, long; what: values; when: events occur etc.

HOUSE OF QUALITY

PROJECT BLOCK DIAGRAM

* Be detailed
* Include prototype illustration
* Single diagram, or nested diagrams with increasing level of detail
* Separate block diagrams to differentiate between hardware and software parts and processes

“The information provided for each block in the diagram should include:

1. Group member administratively responsible for the block.

2. Block name, which is descriptive of its function.

3. Block status: To be acquired - meaning the block will be purchased or donated Acquired - block has been donated or purchased

Research - block design approach is being investigated Design - block is currently being designed

Prototype - block is currently being prototyped Completed - block design is a finished prototype

4. Name each input and each output associated with each block.

5. Diagram Legend. The legend should expand all acronyms and describe all named entities in the block diagram by giving brief definitions.

Include any additional information that would increase the understanding of the block diagram. The use of identifier grouping and color may be helpful.”

ESTIMATE PROJECT BUDGET AND FINANCING

INITIAL PROJECT MILESTONE FOR BOTH SEMESTERS

DECISION MATRIX

* Projects under consideration vs. parameters that will help pick the project.
* E.g. : cost, sponsorship, familiarity with technology, educational goals, motivation