		Asm Nurussafa		Taxawar Siddiquy		George Enekwa		Patrick		Eljah	
Tank	Short Summary	To-do	Done	To-do	Done	To-do	Done	To-do	Done	To-do	Done
2 Task 1 of Prototyping	Oresting a Requirements Specification, and an overall use-case, interface to the environment and clearing relevant constraints.	Scenario-Activating Microbots: 1. Orsale Activity Diagram 2. Sequence Diagram, 3. Block Diagram, 4. Constraint Diagram, 5. Waskud Requirements for Activating Microbots. Deadline: 22-04-11, 18:00	Block Diagram.     Tribula Requirements for Activating Microbots. Compilate 22-02-12	Sonario-Moving On Walter: 1. Create Activity Diagram, 2. Seguence Diagram, 3. Block Diagram, 4. Constrairt Diagram, 6. Constrairt Diagram, Caudine; 22.04.21, 18:00	Create Activity Diagram,     Sequence Diagram,     Silock Diagram,     Contribut Diagram,	Create Activity Diagram     Sequence Diagram,     Slock Diagram,	Create Activity Diagram     Sequence Diagram,     Block Diagram,     Constaint Diagram,     Constaint Diagram,     USDCASE	Scenario Detaching and recculing 1. Create Activity diagram 2. Sequence diagram 3. Block and Constraint diagram Deadlow. 22 de 2001; 18:00	Scenario Debaching and rescuing 1. Create Activity diagram 2. Sequence diagram 3. Block and Constaint diagram	Inability to work after getting Corona Vrus	
3 Task 2 of Prototyping	Refine previous week's diagram and dowing a rough Raw sketch.	Scanario-Activating Microbote:  1. Before Creatin Activity Diagram  2. Before Segunaco Diagram;  3. Before Block, Diagram and IdD.  4. Morter Containant Diagram;  6. Morter Containant Diagram;  6. Regulamental for Movement.  Diagrams:  Diagrams:  6. Regulamental for Movement.  Diagrams:  Diagrams:  6. Progulamental for Movement.  Diagrams:  Diagrams:  2. 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	3. Refine Block Clappers and IBD 5. Context Analysis. 6. Requirements for Movement. Compilated 204 21	Scenario-Moving On Water: Retinent of - 1 Activity Diagram, 2 Sequence Diagram, 3 Blood Degram, 4 Constitute Diagram, 6 Constitute Diagram, Deadline: 250-621	Rationment of - 1 Activity Diagram, 2 Sequence Diagram, 2 Sequence Diagram, 4 Constraint Diagram,	6. Raw skintch Deadline: 20 04 2001	6. Raw sketch Deadine : 28 64 2021	Scenario Detaching and recusing 1. Crease Activity diagram 2. Sequence diagram 2. Sequence diagram 4. Execution diagram 4. Execution diagram 5. Sequence diagram 5. Sequence diagram 5. Sequence diagram 6. Se	Scenario Detaching and rescuing 1. Create Acting diagram 3. Block and Constraint diagram 4. Raw starto	Inability to work after getting Corona Vivus	
4 Task 1 of Designing	Ideation of project and research on different systems to move on land and water.	Research on different techniques to move on WATER.     Context Analysis of Robot.     Make sketches for specific sonnario.     Considerations for Controlling the Robot.     Dessiderations for Controlling the Robot.     Dessiderations for Controlling the Robot.	Research on different techniques to move on VMATER.     Contest Analysis of Robot.     Considerations for Controlling the Robot.     Completed TO 252     Completed TO 252	Research on different techniques to move on WATER.     Make sketches for specific scenario.     Create sides for these.     Cleading: 57.05.21	Research on different techniques to move on WATER.     Utilisk sketches for specific scenario.     Create sities for these.	Research on different techniques to move on LAND.     Make sketches for specific scenario.     Crossts sides for these.     Designer 07.05.21	Research on different techniques to move on LAND.     Make sketches for specific scenario.     Create sticles for these.     Deadline 07:05:21	1. Research on different techniques to move on LAND.     2. Make statistics for apecific sorrado.     3. Create stides for these.     Desadise: 07.0222	Desauch on different list-hiques to move on LAND.     Make sketches for specific oceranio.     Create sides for threes.	Research on different techniques to move on LAND.     Make skietches for specific scenario.     Create sities for the se.	Research on different techniques to move on LAND. COMPLETE     Make sketches for specific scenario. COMPLETED     Create skide or frees. COMPLETED
5 Task 2 of Designing	Concept-Small scribbles and sideches of different parts of the Robot.	1. Sketch Microbots. Deadline: 12.05.21	1. Sketched microbots. Completed: 13.05.21	Sketch Wheels and joining of body. Deadline: 12.05.21	Sketch Wheels and joining of body. Deadline: 12.05.21	1. Sketch the head of the robot. Deadline: 12.05.21	1. Sketch the head of the robot. Deadline: 12.05.21	1. Sketch the body. Deadline: 12.05.21	1. Sketch the body Deadline: 12.05.21	1. Sketch the arms. Deadline: 12.05.21	1. Sketch the arms. COMPLETED
6 Task 3 of Designing	Creating first 3D model.	Connecting parts with the body and tires and full assembly of all parts.     Deadline: 19.05.21, 23:00	Connecting parts with the body and tires and full assembly of all parts.     Completed: 21.05.21	1. Tires and moloss (3D) Deadine: 19.05.21, 22:00	1. Tires and motors (3D) Deadline: 19.05.21	1. Lower part of the body (3D) Deadline: 19.05.21, 23:00	Completed 25:05:2021	1. Joining of body with the tires (3D) Deading: 19.0521, 23:00	1. Joining of body with the tires (3D) Deadline: 19.05.21, 22:00	1. Upper part of the body (3D) Deadine: 19.05.21, 23.00	Upper part of the body (3D)     COMPLETED
7 Task 4 of Designing	Refining the final 3D model	Refine connecting parts with the body and tires and full assembly of all parts.     Deadline: 27.05.21, 22:00	Refine connecting parts with the body and tires and full assembly of all parts.     Completed: 27.05.21, 23.90	1. Tires and motors (3D) Refinement Deadline: 27.05.21, 23:00	Tree and motors (3D) Refinement Deadline: 27.6521,	Refine Robot body (Lower and upper body). Deadline: 27.05.2	21 Completed 25.05.2021	Refine Robot body (Lower and upper body). Deadline: 27.05.21, 23:00	Refine Robot body (Lower and upper body). Deadline: 27.05.21, 22.00	Refine Robot body (Lower and upper body). Deadline: 27.05.21, 23:00	Refine Robot body (Lower and upper body). COMPLETED
0 Task 1 of Implementation	Moving the robot in a simple map with bounding walls and reach target.	1. Programming task 1. Deadline: 03.05.21	1. Programming task 1 . Completed: 03.06.21	1. Programming task 1. Deadline: 03.06.21	1. Programming task 1 . Completed 03.06.21	Programming task 1, Deadline 02:06:2021	Completed, 03.06.2021	1. Programming task 1. Deadins: 03.06.21	1. Programming task 1 . Completed: 03.06.21	Programming task 1, Deadine 02:06:2021	Completed, 03.06.2021
9 Task 2 of Implementation	In addition to task 1, moving the robot in different maps with walls within and on water, to reach target.	1. Programming task 2. Deadline: 10.05.21	1. Programming task 2. Completed 24.06.21	1. Programming task 2. Deadline: 10.06.21	Programming task 2. Completed: 24.06.21	1. Programming task 2. Deadine: 10.06.21	Programming task 2. Completed: 24.06.21	1. Programming task 2. Deadine: 10.05.21	Programming task 2. Completed: 24 06 21	1. Programming task 2. Deadline: 10.06.21	Programming task 2. Completed: 24 DE 21
10 Task 3 of Implementation	In addition to task 1 and 2, saving the target and bringing it back to base, more around additional obstacles and calculate energy for steps.	1. Programming task 3. Deadline: 17:06:21	Programming task 3. Completed 29:06:21	1. Programming task 3. Deadine: 17.06.21	Programming task 3. Completed: 29.06.21	1. Programming task 3. Deadine: 17.06.21	Programming task 3.     Completed 29.06.21	1. Programming task 3. Deadine: 17.06.21	Programming task 3. Completed: 29 06 21	1. Programming task 3. Deadline: 17.06.21	1. Programming task 3. Completed: 28 26 21
11 Task 4 of Implementation	In addition to task 1, 2 and 3, destroying obstacles, saving target from wate and making it handle all maps at once.	Programming task 4.     Desidine: 29.06.21		Programming task 4.     Deadine: 29.06.21		Programming task 4.     Dasdine: 20.06.21		1. Programming task 4. Deadine: 29.06.21		Programming task 4. Deadline: 29 06.21	