			Asm Nurussafa		Taxawar Siddiquy		George Enekwa		Patrick		Eljah	
Task		Short Summary	To-do	Done	To-do	Done	To-do	Done	To-do	Done	To-do	Done
2 Tank 1 o	of Prototyping	Creating a Requirements Specification, and an overall use-case.	Scenario-Activating Microbots: 1. Creata Activity Diagram 2. Sequence Diagram, 3. Block Diagram, 5. Blocks Diagram, 5. Tacksal Requirements for Activating Microbots. Deadins: 2204.21, 16:00	Block Diagram. Tribula Requirements for Activating Microbots. Completed 2204.21	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 Selock Diagram Selock Diagram Constraint Diagram USECASE	Scenario Detaching and recculing 1. Create Activity diagram 2. Sequence diagram 3. Block and Constraint diagram Deadlow: 22 de 2001; 18:00	Scenario Detaching and rescuing 1. Create Activity dagram 2. Sequence dagram 3. Block and Constalled dagram	inability to work after getting Corona Virus	
3 Task 2 o	of Prototyping		Scenario-Activating Microbote: 1. Refere Create Activity Dangares 2. Refere Sequence Diagrams 3. Refere Blood, Chapters and IRC 3. Refere Blood, Chapters and IRC 5. Contract Amplitude, Degrees 6. Requirements for Movement Describer: 20-24 21 2. Sequence Contract Contract Contract Amplitude 6. Requirements for Movement Describer: 20-24 21	Refine Block Diagram and BID Contest Analysis. Requirements for Movement. Compilated 204.21	Scenario-Moving On Water: Retinemet of -1 1 Activity Diagram, 2 Sequence Olegann, 4 Constraint Olegann, Deadler: 29.04.21	Ratioment of - 1 Activity Cologram, 1 Activity Cologram, 3 Block Cologram, 4 Constraint Diagram,	Deadine: 29.04.20212. 7. Final Sketch and dimension. 8. Combined EDD Discrem.	6. Raw sletch Deadles: 20 64 20212. 7. Done 8. Done 9. Done	Block and Constraint diagram Raw sketch	Scenario Dataching and reacting 1. Create Activity darges 2. Create Activity darges 2. Sequence diagram 3. Block and Constalled diagram 4. Rare Match	Inability to work after gelling Corona Virus	
4 Tank 1 o	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 idethres for specific oceranic. Creats sides for these. Considerations for Controlling the Robot Deadline: 07.55.21	Research on different sechniques to move on WATER. Context Analysis of Robot. Commission 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. Create skides for these. Deadline 07.05.21	Research on different techniques to move on LAND. Make sketches for specific scenario. Create slides for these. Deadline: 07:05:21	Research on different techniques to move on LAND. Make skinches for specific screate. Create sides for these. Create sides for these.	Research on different techniques to move on LAND. Make sketches for specific scenario. Create sides for these.	Research on different techniques to move on LAND. Make sketches for specific scenario. Create sities for three.	Research on different techniques to move on LAND. COMPLI Make sketches for specific scenario. COMPLETED Create skids for frees. COMPLETED
5 Task 2 o	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: 12.65.21	1. Sketch the arms. COMPLETED
G Task 3 o	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: 19.05.21, 23:00	1. Joining of body with the tires (3D) Deadline: 19.05.21, 22:00	1. Upper part of the body (3D) Deadline: 19.65.21, 23:00	Upper part of the body (3D) COMPLETED
7 Task 4 o	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, 23:00	1. Tires and motors (3D) Refinement Deadline: 27.05.21, 23:00	1. Tree and motors (3D) Refinement Deadline: 27.0521,	Refine Robot body (Lower and upper body). Deadline: 27.05.2	11Completed 25.05.2021	Refine Robot body (Lower and upper body). Deadline: 27.05.21, 22:00	Refine Robot body (Lower and upper body). Deadline: 27.05.21, 22.00	Refine Robot body (Lower and upper body). Deadline: 27.05.21, 22:00	Refine Robot body (Lower and upper body). COMPLETED
0 Task 1 o	of Implementation	Moving the robot in a simple map with bounding walls and reach target.	1. Programming task 1. Deadline: 03.06.21	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. Deadine: 03.05.21	Programming task 1 . Completed: 03.06.21	Programming task 1, Deadine 02.06.2021	Completed, 03.06.2021
9 Task 2 o	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	Programming task 2. Completed: 24.06.21	1. Programming task 2. Deadline: 10.06.21	1. 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: 10.06.21	Programming task 2. Completed: 24 06 21	Programming task 2. Deadline: 10.06.21	1. Programming task 2. Completed: 24 06 21
10 Task 3 o	of Implementation	In addition to task 1 and 2, saving the target and bringing it back to base , move around additional obstacles and calculate energy for steps.	1. Programming task 3. Deadine: 17:06:21	Programming task 3. Completed: 29.06.21	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: 17.05.21	Programming task 3. Completed: 29.06.21	1. Programming task 3. Deadine: 17.06.21	Programming task 3. Completed 29 06 21
11 Task 4 o	of Implementation	In addition to task 1, 2 and 3, dealroying obstacles , saving target from water and making it handle all maps at once.	Programming task 4. Deadline: 20.06.21		Programming task 4. Deadine: 29.06.21		Programming task 4. Deadine: 20.06.21		1. Programming task 4. Deadine: 20.06.21		1. Programming task 4. Deadine: 28.06.21	