			Aam Nurusafa		Tasawar Siddiqui		George Enekwa		Patrick		Elijah	
#Week	Task	Short Summary	To-do	Done	To-do	Done	To-do	Done	To-do	Done	To-do	Done
2	Task 1 of Prototyping	Creating a Requirements Specification, and an overall use-case, interface to the environment and clearing relevant constraints	Scenario- Activating Microbots: 1. Create Activity Diagram 2. Sequence Diagram, 3. Block Diagram, 4. Constraint Diagram. 5. Textual Requirements for Activating Microbots. Deadline: 22.04.21 , 18:00	3. Block Diagram. 5. Textual Requirements for Activating Microbots. Completed: 22.04.21	Scenario- Moving On Water: 1.Create Activity Diagram, 2.Sequence Diagram, 3.Block Diagram, 4.Constraint Diagram. Deadline: 22.04.21 , 18:00	1.Create Activity Diagram, 2.Sequence Diagram, 3.Block Diagram, 4.Constraint Diagram.	1. Create Activity Diagram 2. Sequence Diagram, 3. Block Diagram, 4. Constraint Diagram. 5. USECASE	1. Create Activity Diagram 2. Sequence Diagram, 3. Block Diagram, 4. Constraint Diagram. 5. USECASE	Scenario **Detaching and rescuing** 1. Create Activity diagram 2. Sequence diagram 3. Block and Constraint diagram Deadline : 22.04.2021, 18:00	Scenario Detaching and rescuing 1. Create Activity diagram 2. Sequence diagram 3. Block and Constraint diagram		
3	Task 2 of Prototyping	Refine previous week's diagram and drawing a rough Raw sketch.	Scenario- Activating Microbots: 1. Refine Create Activity Diagram 2. Refine Sequence Diagram, 3. Refine Block Diagram and IBD. 4. Refine Constraint Diagram. 5. Context Analysis. 6. Requirements for Movement. Deadline: 29.04.21	3. Refine Block Diagram and IBD 5. Context Analysis. 6. Requirements for Movement. Completed: 29.04.21	Scenario- Moving On Water: Refinment of - 1.Activity Diagram, 2.Sequence Diagram, 3.Block Diagram, 4.Constraint Diagram, Deadline: 29.04.21	Refinment of - 1.Activity Diagram, 2.Sequence Diagram, 3.Block Diagram, 4.Constraint Diagram,	6. Raw sketch Deadline : 29.04.2021	6. Raw sketch Deadline : 29.04.2021	Scenario **Detaching and rescuing** 1. Create Activity diagram 2. Sequence diagram 3. Block and Constraint diagram 4. Raw sketch Deadline : 29.04.2021	Scenario Detaching and rescuing 1. Create Activity diagram 2. Sequence diagram 3. Block and Constraint diagram 4. Raw sketch		
4	Task 1 of Designing	Ideation of project and research on different systems to move on land and water.	1. Research on different techniques to move on WATER. 2. Context Analysis of Robot. 3. Make sketches for specific scenario. 4. Create slides for these. 5. Considerations for Controlling the Robot. Deadline: 07.05.21	1. Research on different techniques to move on WATER. 2. Context Analysis of Robot. 4. Create slides for these. 5. Considerations for Controlling the Robot. Completed: 07.05.21	1. Research on different techniques to move on WATER. 2. Make sketches for specific scenario. 3. Create slides for these. Deadline: 07.05.21	1. Research on different techniques to move on WATER. 2. Make sketches for specific scenario. 3. Create slides for these.	1. Research on different techniques to move on LAND. 2. Make sketches for specific scenario. 3. Create slides for these. Deadline: 07.05.21	1. Research on different techniques to move on LAND. 2. Make sketches for specific scenario. 3. Create slides for these. Deadline: 07.05.21	1. Research on different techniques to move on LAND. 2. Make sketches for specific scenario. 3. Create slides for these. Deadline: 07.05.21	1. Research on different techniques to move on LAND. 2. Make sketches for specific scenario. 3. Create slides for these. Deadline: 07.05.21	1. Research on different techniques to move on LAND. 2. Make sketches for specific scenario. 3. Create slides for these.	
5	Task 2 of Designing	Concept- Small scribbles and sketches of different parts of the Robot.	1. Sketch Microbots. Deadline: 12.05.21	1. Sketched microbots. Completed: 13.05.21	1. Sketch Wheels and joining of body. Deadline: 12.05.21	1. 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	Done
6	Task 3 of Designing	Creating first 3D model.	1. Connecting parts with the body and tires and full assembly of all parts. Deadline: 19.05.21, 23:00	1. Connecting parts with the body and tires and full assembly of all parts. Completed: 21.05.21	1. Tires and motors (3D) Deadline: 19.05.21, 23:00	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) Deadline: 19.05.21, 23:00	1. Joining of body with the tires (3D) Deadline: 19.05.21, 23:00	1. Upper part of the body (3D) Deadline: 19.05.21, 23:00	
7	Task 4 of Designing	Refining the final 3D model	1. Refine connecting parts with the body and tires and full assembly of all parts. Deadline: 27.05.21, 23:00	1. 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. Tires and motors (3D) Refinement Deadline: 27.05.21,	1. Refine Robot body (Lower and upper body). Deadline: 27.05.2	Completed 25.05.2021	1. Refine Robot body (Lower and upper body). Deadline: 27.05.21, 23:00	1. Refine Robot body (Lower and upper body). Deadline: 27.05.21, 23:00		
8	Task 1 of Implementation	Moving the robot in a simple map with bounding walls and reach target.	1. Programming task 1. Deadline: 03.06.21	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. Deadline: 03.06.21	1. Programming task 1 . Completed: 03.06.21		
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: 10.06.21	1. 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. Deadline: 10.06.21	1. Programming task 2. Completed: 24.06.21	1. Programming task 2. Deadline: 10.06.21	1. Programming task 2. Completed: 24.06.21		
10	Task 3 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. Deadline: 17.06.21	1. Programming task 3. Completed: 29.06.21	1. Programming task 3. Deadline: 17.06.21	1. Programming task 3. Completed: 29.06.21	1. Programming task 3. Deadline: 17.06.21	1. Programming task 3. Completed: 29.06.21	1. Programming task 3. Deadline: 17.06.21	1. Programming task 3. Completed: 29.06.21		
11	Task 4 of Implementation	In addition to task 1, 2 and 3 , destroying obstacles , saving target from water and making it handle all maps at once.	1. Programming task 4. Deadline: 29.06.21		1. Programming task 4. Deadline: 29.06.21		1. Programming task 4. Deadline: 29.06.21		1. Programming task 4. Deadline: 29.06.21			