

# Requirements Document

**Project:** LIBERTY  
**Task:** *Zip line traversal*

**Document Version Number:** *REQ – ZIP – 02.00*

**Date:** 31/10/17

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**Edit History:** [https://github.com/Gabetn/DPM\\_01\\_Project\\_Documentation](https://github.com/Gabetn/DPM_01_Project_Documentation)

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## 2.0 CAPABILITIES

### 2.1 PURPOSE

The purpose of the zip line transportation system is to cross the river (traversing from one zone to another) via the zip line over the river area and then resume navigation towards the flag zone.

### 2.2 SCOPE

The system shall:

1. traverse, mount and dismount the zip line in a controlled, non-obtrusive and repeatable fashion [*REQ - ZIP - 2.2.1*].

2. withstand the load under its own weight [**REQ - ZIP - 2.2.2**].
3. keep track of its position on the zip line [**REQ - ZIP - 2.2.3**].
4. not touch the playing field during the whole traversal [**REQ - ZIP - 2.2.4**].

See **REQ - GEN; 2.5.1**

## **2.3 CONSTRAINTS**

[**REQ - ZIP - 2.3.1**]: The system shall perform the traversal under 1 minute and 30 seconds.

[**REQ - ZIP - 2.3.2**]: The dimensions of the zip line are referenced in figure 1 in references (see 5.0).

See **REQ - ZIPLINE; 2.2.1** for the constraints concerning mounting, traversing and dismounting the zip line.

## **2.4 USER FUNCTIONS**

See **CON - GEN; 2.4.1**

## **2.5 OPERATING ENVIRONMENT**

See **REQ - GEN; 2.5.1**

## **2.6 PERFORMANCE**

Time performance: *found in REQ - ZIPLINE; 2.3.2*

# **3.0 COMPATIBILITY**

## **3.1 COMPONENT RE-USE**

Concerning mounting onto the zipline, previous implementations of this design have not been developed as of labs 1 - 4. The results of lab 5 will provide critical components for the zip line traversal. However, the implementation of odometry will be needed to meet the requirement, see *REQ - ZIP; 2.2.3*.

## **3.2 COMPATIBILITY WITH THIRD PARTY PRODUCTS**

Third party products could be manufactured using the 3D printer and be made to fit other Lego pieces of the Mindstorms kit.

**Figure 1.b:** Zip line set up seen from the side. Measurements are in inches.