# Boundaries

In this project, simulations are built and validated focused on designing a new propulsion system. It is easy to go to deep in the project resulting in a inadequate final result. To prevent this, it is very important to set project boundaries. After discussion and consideration with the client and the group members, the project boundary is set.

Simulations regarding the propeller, shaft, bearings and gearing are made. With al this simulations, we can calculate the ideal torque and revolutions that the driveshaft has to receive from the motor. The Engineer that is going to design the whole new propulsion system and select components, can use this information to select the desired motor.

Here is a simple block diagram given with the project boundary.