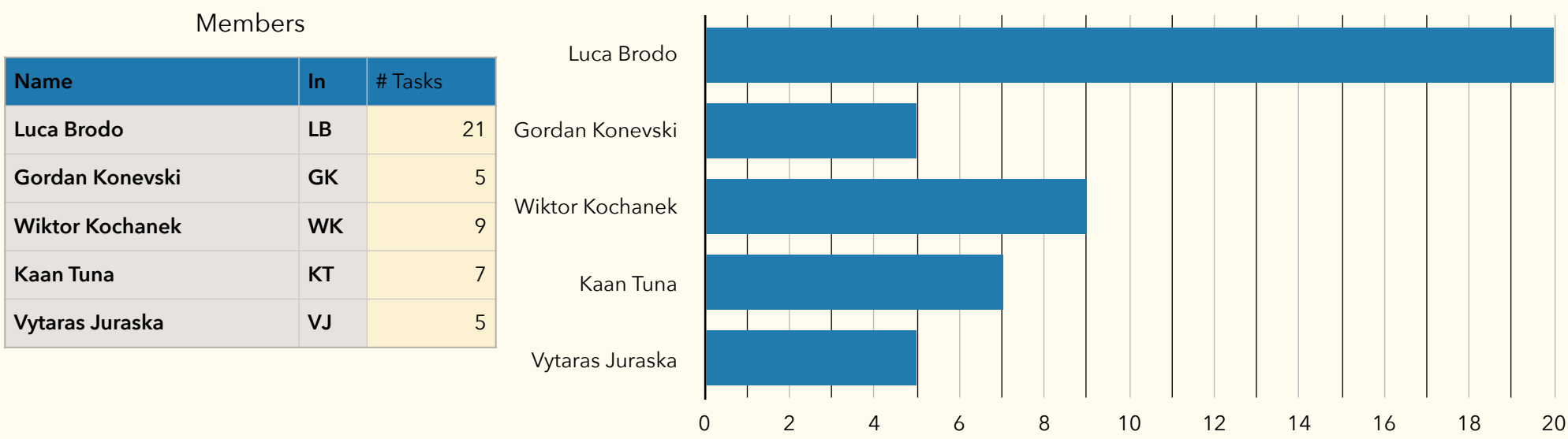
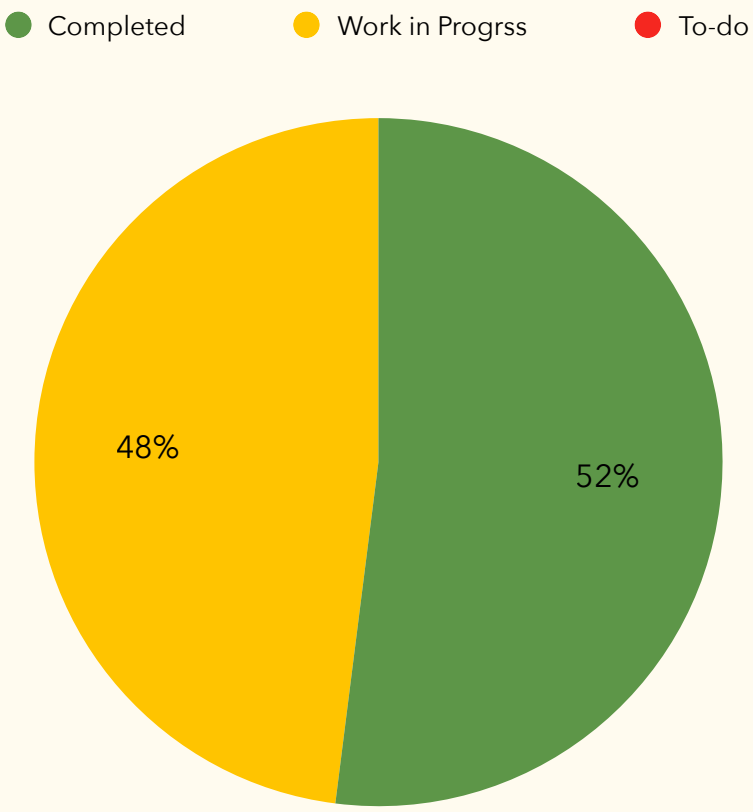


# International Motor Company Ltd.



Task Situation

Situation	Number
Completed	13
Work in Progrss	12
To-do	0
Total	25



Tasks

Task	Brief Description	Date	Status	Member	WIP
Requirements Specification	Brief description of the requirements in bullet points		DONE	VJ	
Definition of the Context	Brief description of the context in which the car operates		DONE	WK	
Context Diagram	Definition of the context in a diagram		DONE	LB GK	
Block Diagram of the car	Composition of the car		DONE	LB, VJ	
SolidWork Model	First 3D model of the car		DONE	LB	
Requirements Diagram	Definition of the requirements in a diagram		DONE	LB	
Use Cases	Some use cases for the vehicle		DONE	LB, KT	
Water Wheels design	Design of wheels capable for water and all terrain		DONE	WK, VJ	
Simulation of the environment	Simulation in a host machine		DONE	LB	
Division of the vehicle in subsystems	Division of the vehicle in subsystems		DONE	KT	
Parametric Diagram	Specific Constraints of the seeking subsystem		DONE	KT, LB	
Specification of the vehicle dimension	Specification of the vehicle dimension according to the requirements		DONE	WK, KT, LB	
New model For the car	Design a new model in SolidWorks		WIP	LB,WK	WIP
New Idea for the car exterior	Strictly related to the new model task		WIP	LB,WK	WIP
Create dimensional Views	Create dimensional views of the model		WIP	WK, LB	WIP
Consider diffent aspects of the model	Different aspects like ergonomics and so on		WIP	WK,LB	WIP
Define disciplines	Define disciplines for all subsystems		WIP	KT, LB	WIP
Refine the subsystem	Refinement of the subsystem diagram		WIP	LB, KT	WIP
Appropriate techniques	Uml and Algorithms for different parts		WIP	LB, GK	WIP
Define a functional Model			DONE	LB, GK, KT, WK	
How to follow light	Define how the "Seeking " subsystem works		WIP	LB, VJ	WIP
Define Seeking subsystem	Uml, draft of algorithm for seeking subsystems		WIP	LB, VJ	WIP
How does the robot maintain orientation	Decide how the model define orientation and map planning		WIP	GK, LB	WIP
Map planning, path planning	Map planning and path planning ump and algorithm		WIP	GK, LB	WIP
Define affordances and signifier			WIP	LB,WK	WIP