Prototyping



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Requirements update

Deadline April 29



- ▶ Refine your system and define subsystems.
 - No concrete e.g. sensors or hw elements but the definition of required subsystems
 - ► E.g. a car consist of wheels, engine, ...
 - ▶ Use SysML for the description
- ► Identify an appropriate architecture
 - Which one fits best for your purpose
 - Layered Pattern
 - ► Five-layer Architecture Pattern
 - Microkernel Architecture Pattern
 - ▶ Channel Architecture Pattern
 - Recursive Containment Pattern
 - Hierarchical Control Pattern
 - Component-Based Architecture
 - ▶ Use SysML for the description
- ► Refine your design idea
 - ▶ As a prototype and / or a sketch / models etc.
 - ► Think about different alternatives (which one fits best for your purpose)
 - ► Prototype on a scale of 1:10 (x<25cm, y<20cm, z<22cm)

Systems Engineering Output - Summary Deadline April 29 – Discussion on April 30



- ► Systems Engineering Milestone (final deadline)
- ▶ Use case specification make the concrete to be focused on scenario clear!
 - ▶ Use Case Diagram
 - Sequence and/or activity Diagram
- Context Diagram
 - ▶ SysML Block Diagram
 - ► SysML Constraint Diagram
- ► Requirements
 - SysML Requirements Diagram
- ▶ System structure
 - System / subsystem view including appropriate architecture
- ► Raw sketch of prototype