**Weapons Systems Team Schedule**

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| **Goals** |

The goal for the weapons systems team is to create working torpedoes, a dropper, and some kind of arm to be servo activated on the sub. We may not need a mechanical arm, just some mechanical part that can hook onto things (we will have to wait for the tasks draft to decide). The torpedoes may be the same as what was used last year, and the marker dropper mechanism may be similar. More testing is required for the systems on the 2019 sub to avoid issues similar to those encountered at competition 2018. Underwater servo testing, underwater activation of the weapons testing, etc. is required before the systems are added to the sub.

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| **Winter** |

Week 1 (Dec 17-23)

Week 2 (Dec 24-30)

Week 3 (Dec 31-Jan 6)

Week 4 (Jan 7-13)

Week 5 (Jan 14-20)

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| **Spring** |

Week 1 (Jan 21-27) Review old weapons systems designs, propose improvements to 2018 designs

Week 2 (Jan 28-Feb 3) Modify CAD models to reflect improvements, determine number of servos needed and which type so that we can order them

Week 3 (Feb 4-10) Practice waterproofing

Week 4 (Feb 11-17)

Week 5 (Feb 18-24)

Week 6 (Feb 25-Mar 3) Prototyping, underwater testing of weapons systems.

Week 7 (Mar 4-10) Prototyping, underwater testing of weapons systems.

Week 8 (Mar 11-17) Prototyping, underwater testing of weapons systems.

Week 9 (Mar 18-24) Finish weapons systems.

Week 10 (Mar 25-31) Finish code for weapons systems.

Spring Break (Apr 1-7) Provide code to CV team for integration. Sixth pool test: weapons systems

Week 11 (Apr 8-14) More testing

Week 12 (Apr 15-21)

Week 13 (Apr 22-28)

Week 14 (Apr 29-May 5)

Week 15 (May 6-12)