GAME CHANGERS

ENTERPRISE PORTFOLIO

ABOUT THE TEAM

TEAM NAME

To symbolise the team that effects a significant shift in the current way of doing or thinking about something.We named the team as" Game Changers".

TEAM GOAL

Our team goal is to be the first team from India to qualify for the world finals.

MEET THE ACTIVE TEAM MEMBERS

Ayushmaan Bhaskar
Team manager / Design engineer

Ayushmaan monitored team to ensure everyone completed tasks. He worked closely Yash and organised team meetings to communicate, discuss and plan tasks

Devansh Singh Yadav
Design Engineer

Devansh designed the car's aerodynamic system.He also helped to create the car more unique.

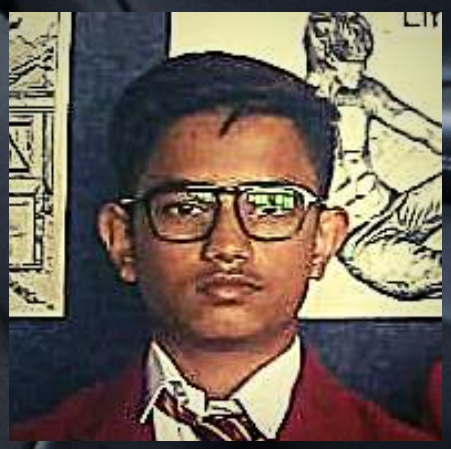
Yash Mishra
Resource Manager

He helped the team to communicate and organised team meetings. He helped to develop our car design.

Tanisq Kumar
Manufacturing Engineer

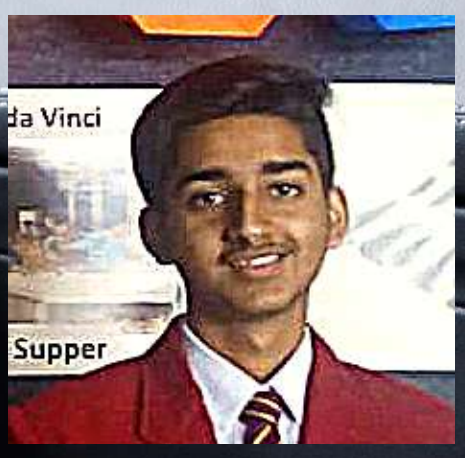
Tanisq prepared and painted the car and produced the team's orthographic drawings.

TEAM MEMBERS



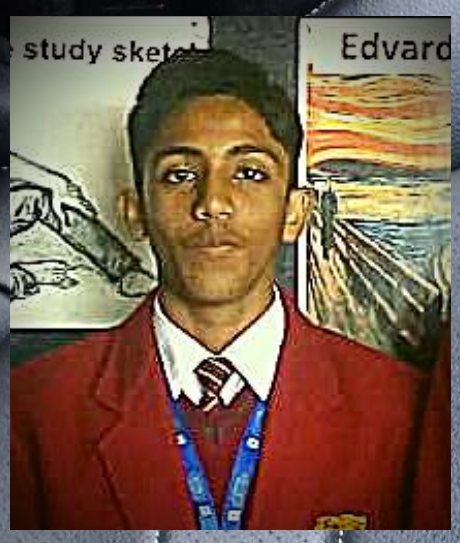
Team manager / Design engineer

Ayushmaan monitered team to ensure everyone completed tasks. He worked closely Yash and organised team meetings to communicate, discuss and plan tasks



Resource Manager

Yash helped the team to communicate and organised meetings. He helped to develop our car design.



Manufacturing Engineer

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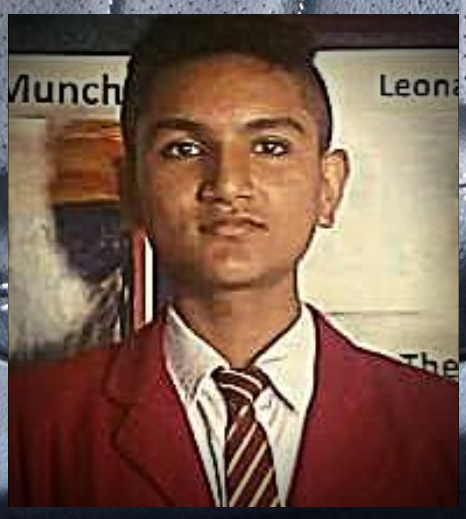


Design Engineer

Devansh designed the car's aerodynamic system.He also helped to created car more unique.

MEDIA AND PROMOTION

SOCIAL NETWORKING

FACEBOOK

OUR TEAM CREATED THE TEAM ACCOUNT ON FACEBOOK AND PROMOTED OUR TEAM AMONG THE PEOPLE AND TRIED TO SPREAD AWARENESS AMONG THE PEOPLE. OUR TEAM ACCOUNT IS ON FACEBOOK WITH THE NAME OF

INSTAGRAM

WE CREATED THE ACCOUNT ON INSTAGRAM ALSO MOST OF THE PEOPLE ARE ACTIVE ON SOCIAL MEDIA SO, THEY WILL GET TO KNOW MORE ABOUT F1 IN SCHOOLS AND OUR TEAM ACCOUNT IS ON INSTAGRAM BY THE NAME OF

TEAM IDENTITY

TEAM LOGO

OUR LOGO INCLUDES THE FIRST ALPHABET OF OUR TEAM NAME GAME CHANGERS " G &C".

COMMUNICATION

Communication is the act of conveying meanings from one entity or group to another through the use of mutually understood signs, symbols, and semiotic rules. The main steps inherent to all communication are: The formation of communicative motivation or reason. Message composition.

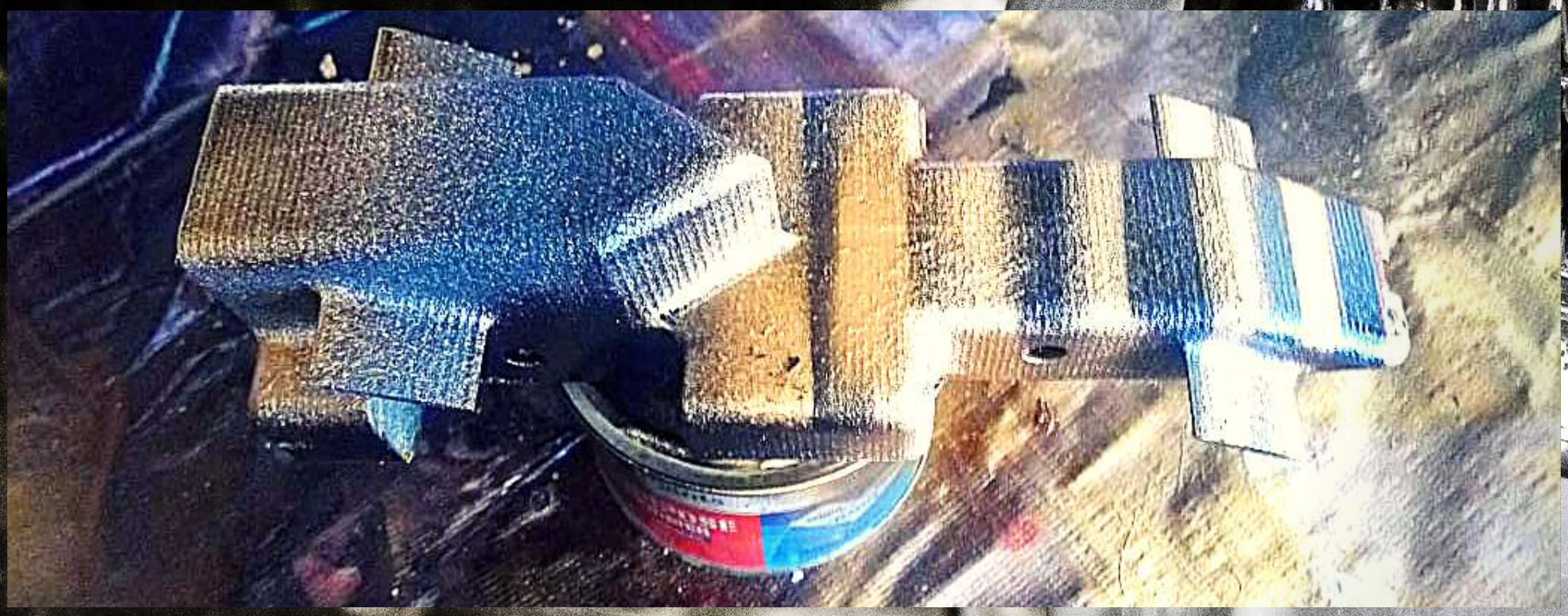
VIRTUAL ANALYSIS

Virtual analysis was a important step as it shows us our progress in making a car. We used the software named "Flow design" to check our flow design .Flow Design is virtual wind tunnel software for product designers, engineers, and architects. It models airflow around design concepts to help test ideas early in the development cycle.With the help of this software we were able to see our mistakes and were able to solve them too. But at some stages the mistakes were big like the measurement of the car was more than given measurements and some times the aerodynamics were spoiled. At that time we tired to make another car without repeating the mistakes that we did before.

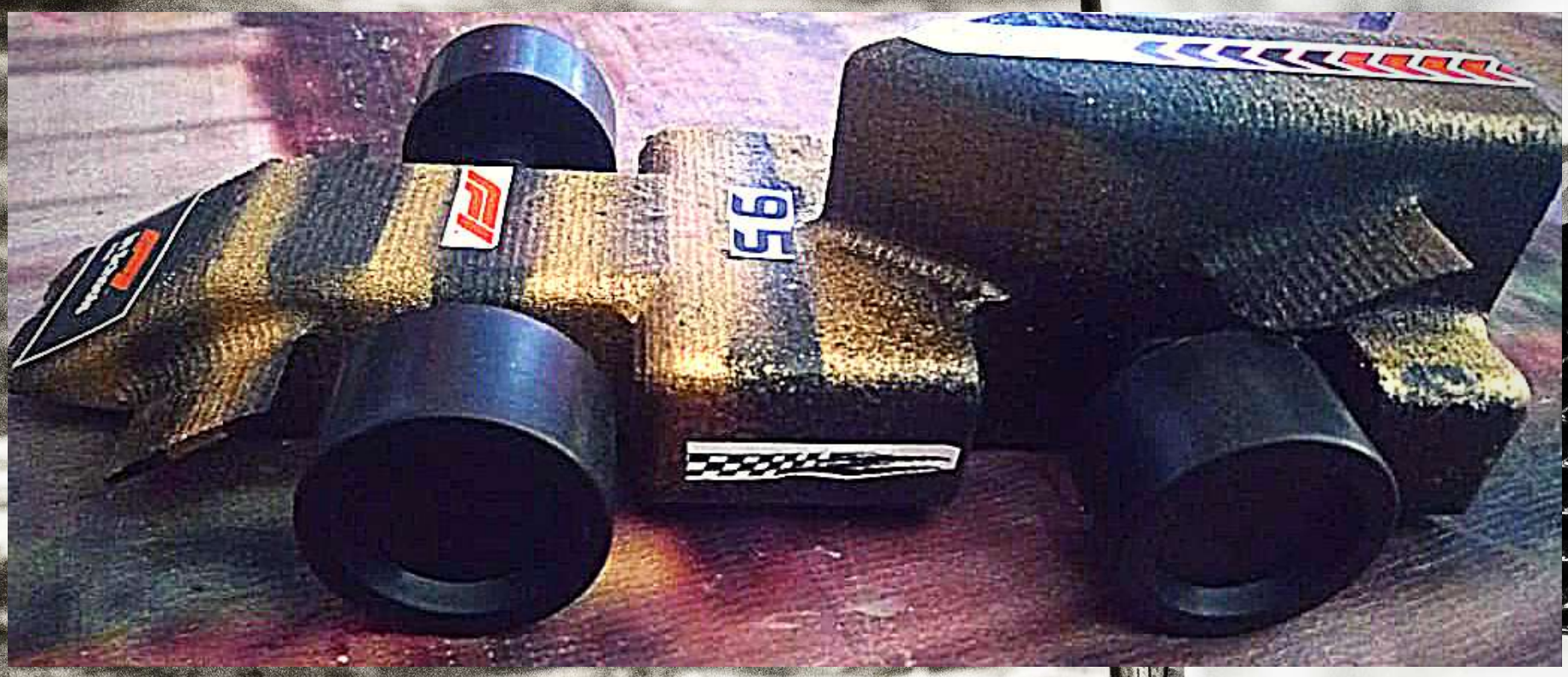
AUTODESK®
FUSION 360™

CAR DESIGN

top view



Side view



FINISHING AND ASSEMBLY

After manufacturing the steps we took were as following:

We used sand paper to make the car edges and surface more smooth.

we applied primer over our car's surface to ensure the smooth surface and prevent the paint from bleeding into our car

we used high quality of paint to paint our car

we used bearings to help our car's wheels to rotate more fast and efficiently.

ABOUT F1 IN SCHOOLS

F1 in Schools is an international STEM (science, technology, engineering, mathematics) competition for school children (aged 9–19), in which groups of 3–6 students have to design and manufacture a miniature car out of the official F1 Model Block using CAD/CAM design tools. The cars are powered by CO2 cartridges and are attached to a track by a nylon wire. They are timed from the moment they are launched to when they pass the finish line by a computer

Testing and Car's co- efficient

Testing

Wind Tunnel Testing - passed

Smoke tunnel Testing - passed

Oil Flow Testing - passed

Live Fast Testing - passed

Car's Co- Efficient

Among the three cars, the third car was having the lowest co- efficient which was 0.19and others were having the co- efficient of 0.29 and 0.25 .There was improvement in the three cars

advantages of F1 in schools

F1 in schools is a great experience for us as it helps the students to develop a responsibility, speaking skills and makes them familiar with softwares like Autodesk Fusion 360.

The Game Changers