

Working Weeks	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
Start of the week	18-Nov	25-Nov	2-Dec	9-Dec	16-Dec	23-Dec	30-Dec	6-Jan	13-Jan	20-Jan	27-Jan	3-Feb	10-Feb	17-Feb	24-Feb	3-Mar	10-Mar	17-Mar	24-Mar	31-Mar	7-Apr	14-Apr	21-Apr	28-Apr	5-May
			2/12 Kick - off	9/12 Discussion on Brain	16/12 Discussion on Embedded 18/12 receive car kit 19/12 Discussion on Computer																				
Sensing and input working package	Documentation on the given guides and projects. Chose main languages and technologies Create/adapt project plan Members tasks asignation	Ubuntu 20.04 & Ros Noetic Study and document vehicle architecture Create/adapt project plan Study given start- up code	Team photo submission Research ROS, sensors, and initial tools Study and document vehicle architecture Plan GitHub repository structure Create/adapt project plan Study given start- up code	Camera handling, preprocessing, noise cancelling, ROIs definition								Define other necessary sensors, define use-case, integration (IMU, distance), preprocessing, noise cancelling.												BFMC	
								Define use-case and test given servers information (localisation on map, cars interaction, gps interaction)																	
Perception and scene understanding working package				Lane detection	Intersection detection				Traffic sign detection				Traffic light detection				Induce noise on all sensors and systems		Other functionalities and optimizations						
												Position fusion				Traffic lights detection & classification									
												Define objects properties file		Object detection & classification											
												Environmental server interaction								Other functionalities and optimizations					
				Behaviour and motion plan working package	Define project architecture and communication between packages				Define path planning and validation				Define robustness and safety measures												
					Define decision making --> priorities of actions and state flow																				
													Induce noise on systems to valdiat e robustness (loss of image, burned image, road search, undefined objects and states)				Other functionalities and optimizations								
Lane following and speed control				Intersection navigation									Simple action taking maneuvers (parking, stop for traffic sign, stop for traffic light, stop for pedestrian)				Complex action taking maneuvers (swith lane for static and mobile car, road search)								
Vehicle control working packages																			Other functionalities and optimizations						
Final result & Demo			Team can control the physical car remotely and the virtual car on the simulator.			Car can keep a lane, can make a curve			Car can navigate in intersection				Car can go on a pre-determined path, stop at stop sign, park at parking sign, slow at crosswalk				While detecting and calculating it's position, the Car can dynamically go to specified checkpoint, react to traffic lights, interact with other cars and send environemt data)				Other functionalities and optimizations				
			Team defines and creates it's own physical testing environment				Team defines a way of parallel developing and testing																		
			Team installs the virtual testing environment																						
Deadlines				16-Dec					20-Jan				17-Feb			17-Mar			21-Apr			21-May			
Checkpoint				1st report					2nd report		Lunar new year		3rd report			Mid-term quality gate			4th report			5th report			
Requirements				The team should at least control the car with the given start-up code.					The team should at least link the input data to a rough output (for example, camera to motors).				The team should have at least shown some in- depth algorithmic approaches (for example, show a pretty solid lane-keeping)			The team should have at least some autonomous features ready (for example, show the car keeping its lane and reacting to some signs or obstacles)			The team should show autonomous features almost complete (for example, show specific reactions to particular cases: fog, roundabout).			Team should show autonomous features complete (car can react to any obstacle on the map).			