

UQ MARS Individual Project:

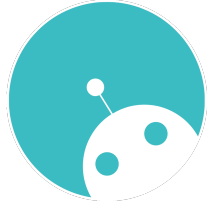
[Project Title] **v0.1**

Project Overview

Subsystem: [Subsystem Name]
Authors: Oscar Lloyd (2025), [Other Names (2025)]
Mentor(s): [Mentor Name(s)]
Discord Help: [Projects Channel](#)
Time Estimate: 1-2 Weeks

Project Difficulty:

Mechanical - ★★★★★
Electrical - ★★★★★
Software - ★★★★★



Project Context

Brief description of the project background, its purpose, and why it is relevant. Should include some motivating factors or inspiration for the project.

Getting Started Resources

- [Include a link to the most relevant UQ MARS Workshop resources page.]
 - [Link to the UQ MARS recommended video tutorial series on using a given tool.]
 - [Any links or licence keys required to access and download software.]
 - [Information on collection and returning of physical resources.]
 - [Any other relevant resources such as examples or guides.]
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Project Objective

By the end of this project, you will:

- Gain [specific skills or knowledge, e.g., CAD design, soldering, etc.].
 - Learn [specific concepts or tools, e.g., engineering processes, problem-solving techniques, etc.].
 - Complete [specific deliverable, e.g., a functional prototype, a documented design, etc.].
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Project Requirements

In Scope:

- [List clear and specific tasks or components of the project that are in scope.]

Out of Scope:

- [List elements explicitly not covered in the project, to clarify boundaries.]
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Functional Requirements and Constraints

Functional Requirements:

- [List the features or capabilities the project must have.]

Specifications/Constraints:

- [List specific technical or design constraints, e.g., weight limits, dimensions, cost considerations, etc.]
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Project Phases and Timeline

1. Phase 1: Understanding the Problem

- [Details on tasks such as research, brainstorming, or exploring concepts.]

2. Phase 2: Design and Planning

- [Details on tasks like creating schematics, CAD models, or other planning work.]

3. Phase 3: Implementation

- [Tasks related to building, coding, or creating the project.]

4. Phase 4: Testing and Refinement

- [Tasks for evaluating and improving the project.]
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Additional Considerations

- **Cost Efficiency:** Aim to minimise project costs while meeting requirements.
 - **Manufacturability:** Ensure the design can be realistically manufactured with available tools.
 - **Aesthetics:** Consider how the final product will look and align with the project goals.
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Deliverables

- [List the specific items to be delivered at the end of the project, e.g., working prototype, design documentation, etc.]
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Mentor Notes

- [Include any additional advice or important information for the project team. - [Mentor Name]]
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