Week						1					2			3			4			5			6			7		
Day			Sun.	Mon	Tues	Wed	Thurs	Fri	Sat	Tues	Thurs	Sat	Tues	Thurs	Sat	Tues	Thurs	Sat	Tues	Thurs	Sat	Tues	Thurs	Sat	Mon.	Tue.	Wed	Thurs
2013			**1/6**	1/7	1/8	1/9	1/10	1/11	1/12	1/15	1/17	1/19	1/22	1/24	1/26	1/29	1/31	2/2	2/5	2/7	2/9	2/12	2/14	2/16	2/18	2/19	2/20	2/21
Strategy Plan & Robot Performance Criteria																												
	Brainstorming Game Strategy		X	X																								
	Initial Criteria Reportout																											
		Primary Mission		X	X																							
		Secondary Missions		X	X																							
		Maneuverability Needs			X																							
		Length/Width Orientation			X																							
	Brainstorming Robot & Sketching				C	C	M	M	M																			
	Coarse Design								C		M1	M2	M3															
	Operational Time Maximums										X																	
	Control Needs									X																		
Field &Bumpers																												
	Setup Field				X																							
	Field Components						1		2			3																	
	Bumpers											CD			DD			X										
	Driver Station														CD			DD			X							
	Signage & Protection															CD			DD				X					
Design																												
	Initial Criteria Reportout																											
		Dimensional Req'mts from Field					X																					
		Weight Allocation							X																			
		Center of Gravity							X																			
		Subsystem Envelope Dimensions							X																			
	Initial Criteria Set								X																			
	Course Design																											
	Detail Design													X			X											
	Buildable Part Dwgs																											
	Weight Data - Component/Subsystem				X									X														
	Material Allocation/Control/Cost											X				X												
Chassis & Drivetrain																												
	Type/Layout Selection						X																					
	Rough Design								X																			
	Mule Running													X														
	Competition Design Detailed														X													
	Competition Running																		X									
Manipulators																												
	Concept Presentations								X																			
	Design Selection									X																		
	Rough Design											X																
	Mule Running														X													
	Competition Design Detailed															X												
	Competition Complete																			X								
Electrical & Controls																												
	Control Strategy										X																	
	Operator Interface Design											X																
	Component Mounting & Wiring											X							X									
	Pneumatic Controls & Tubing																			X								
	Software											X		X					X									
Programming																												
	Mule Simulation Model									X																		
	Mule I/O Maps									X																		
	Mule Drive Control													X														
	Mule Manipulator Control														X													
	Mule Sensors & Closed Loop Control														X													
	Competition Simulation Model														X													
	Competition I/O Maps														X													
	Competition Drive Control																		X									
	Competition Manipulator Control																			X								
	Comp Sensors & Closed Loop Control																			X								
Final Assembly																												
	Assemble																				H	E&P						
	Test & Modify																						X	X	X			
Bag																										XXXX		
WebSite																											XXX	
Animation																												
Chairman's Award																												XXX
		C = Chassis			M, M# = Manipulator																							
		CD = Coarse Design			DD = Detail Design																							
		H = Hardware			E&P = Electrical and Pneumatic																							