

Team 515: Virtual Design Review #1

30-Sep-19



Team Introductions





Ryan Irwin Control Systems Engineer

Christian Gonzalez Project Manager & Performance Engineer

Jarrod Darrow Quality & Test Engineer

Kemuel Nelson Design & Test Engineer

Sponsor



Jeffrey Payne, PE Staff Mechanical Engineer Lockheed Martin Mission Systems & Training

"Solve complex challenges, advance scientific discovery and deliver innovative solutions to help our customers keep people safe."



Objective

The objective of this project is to support an adjustable weaponized ground vehicle training simulator that will be set up by two individuals.



Project Background

Lockheed Martin has the need for a weaponized ground vehicle trainer that can emulate a variety of vehicles and deploy conveniently in the field.

- Similar products exist
 - Not conveniently deployable
 - Not very portable
 - Training limited to a singular, specified vehicle



Figure 1: Schematic of a mounted weaponized ground vehicle training simulator



Figure 2: Close Combat Tactical Trainer (CCTT)

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Figure 3: Advanced Gunnery Training System (AGTS)

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Figure 4: Outside view of AGTS

Figure 5: Mounted controls of AGTS



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MECHANICAL ENGINEERING

Customer Needs

- Compact, lightweight, sturdy, longlasting
- Minimization of loose parts
- Support a mounted training simulator weighing up to 60 lbs.
- Seat must support a maximum weight capacity specified by MilSpecs
- Adjustable dimensions between the seat and mounted training simulator
- Assemble/Dissemble within a few minutes



Figure 6: Sturdy, compact, carrying case

Project Scope

Key Goals

- Weigh less than or equal to the desired weight specification
- Require two people to carry
- Assemble/Dissemble within a few minutes
- Fit into two storage cases for transportation
- Adjustable dimensions between seat and mounted training simulator
- Eliminate need for customer to find tables and chairs

Assumption

- All-terrain deployable
- Storage will experience rough transport
- Weather-resistant
- Simple to set up
- Serviceability with minimal access to tools/hardware

Personnel of Interest

Markets

- Primary:
 - United States Military
- Secondary:
 - Universities/Research Institutions
- Tertiary:
 - Gamers

Stakeholders

- Jeffrey Payne, PE
- Shayne McConomy, PhD.
- Patrick Hollis, PhD.
- FAMU-FSU College of Engineering
- Lockheed Martin Electronic Equipment Designers
- United States Military Personnel



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Five Most Important Points from this Presentation

- 1. Understand what aspects of your design make it unique to the designs of other competitors.
- 2. Arranging the product functions in a hierarchal list of importance gives a clearer perspective of how the product should operate.
- 3. Establishing a set of customer requirements that can be quantifiable will make it easier to identify the design parameters, variables, and constraints.
- 4. Become familiarized with the set(s) of specifications and guidelines that need to be incorporated into the design.
- 5. Fully utilize resources provided by FAMU/FSU databases to find relative information pertaining to the project.

Future Work

Christian Gonzalez

References

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- 2. (2011–2019). Zoro. Retrieved from <u>https://www.zoro.com/pelican-protective-case-black-31-1932-inl-1660-wlwf-blk/i/G6214607/</u>
- 3. Lockheed Martin logo. Digital image. Lockheed Martin, www.lockheedmartin.com

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"The Pessimist Sees Difficulty In Every Opportunity. The Optimist Sees Opportunity In Every Difficulty." – Winston Churchill