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| Verification and Validation ChecklistProject : Velociraptor (Wednesday) |
| Requirement | **Level** **(System/Subsystem)** | **Requirement****Title** | **Type****(Shall/Should/Will)** | **Method** | **Responsible****Division** | **Pass/Fail****(Percentage)** |
| L1 – 1 | System | Project Cost | Should | Analysis | PM |  |
| L1 – 2 | System | Project Schedule | Shall | Analysis | PM |  |
| L1 – 3 | System | Appearance | Should |  | MFG |  |
| ~~L1 – 4~~ |  |  |  |  |  |  |
| L1 – 5 | Subsystem | 3DoT | Will | Demonstration | E&C |  |
| ~~L1 – 6~~ |  |  |  |  |  |  |
| ~~L1 – 7~~ |  |  |  |  |  |  |
| L1 – 8 | System | Duration | Shall | Test | ALL |  |
| L1 – 9 |  | Custom PCB | Shall | Inspection | ALL |  |
| L1 - 10 |  | 3DoT Library | Shall | Inspection | E&C |  |
| L2 – 1 | System | Mass | Will | Test | MST |  |
| L2 – 2 |  | Turn | Shall |  | MFG |  |
| L2 – 3 | System | Custom Commands | Shall |  | MST |  |
| L2 – 4 | Subsystem | IMU Sensor | Shall | Test | E&C/MST |  |
| L2 – 5 |  | Rotary Sensor | Shall | Test | ALL |  |
| ~~L2 – 6~~ |  |  |  |  |  |  |
| L2 – 7a | System | Structural Test – 1st Point |  |  |  |  |
| L2 – 7b | System | Structural Test – 2nd Point |  |  |  |  |
| L2 – 7c | System | Structural Test – 3rd Point |  |  |  |  |
| L2 – 8 | Subsystem | Single Servo Control – Head and Tail | Shall |  |  |  |
| L2 – 9 |  | Torque – Head and Tail | Shall | Test | MFG |  |
| L2 – 10 |  | Center of Gravity – Head and Tail | Shall | Test |  |  |
| L2 – 11 |  | Single Servo Control – Body Platform | Shall | Test |  |  |
| L2 – 12 |  | Torque – Body Platform | Shall |  |  |  |
| L2 – 13 |  | Center of Gravity – Body Platform | Shall |  |  |  |
| L2 – 14 | System | Leg Test | Shall | Test |  |  |
| L2 – 15 |  | Static Foot Test | Shall | Test | E&C/MFG |  |
| L2 – 16 |  | Power | Will | Test | MST |  |
| L2 – 17 |  | Custom Telemetry | Should | Test | MST |  |
| ~~L2 – 18~~ |  |  |  |  |  |  |
| L1 – S1 | System | Static Walk – Flat Surface | Shall | Test |  |  |
| L1 – S2 | System | Static Walk – Surface Texture | Shall | Test |  |  |
| L1 – S3 | System | Static Walk – Incline/Decline | Shall | Test |  |  |
| L1 – S4 | System | Static Walk – Step | Shall | Test |  |  |
| L1 – D1 | System | Dynamic Walk – Flat Surface | Should | Test |  |  |
| L1 – D2 | System | Dynamic Walk – Surface Texture | Should | Test |  |  |
| L1 – D3 | System | Dynamic Walk – Incline/Decline | Should | Test |  |  |
| L1 – D4 | System | Dynamic Walk - Step | Should | Test |  |  |
|  |  | Validation |  |  |  |  |