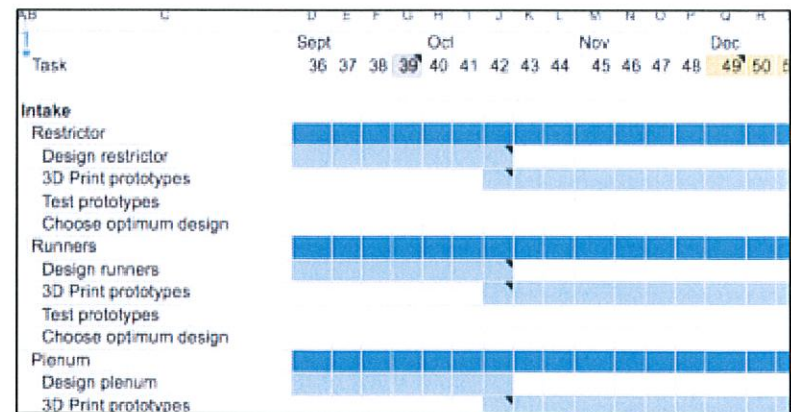
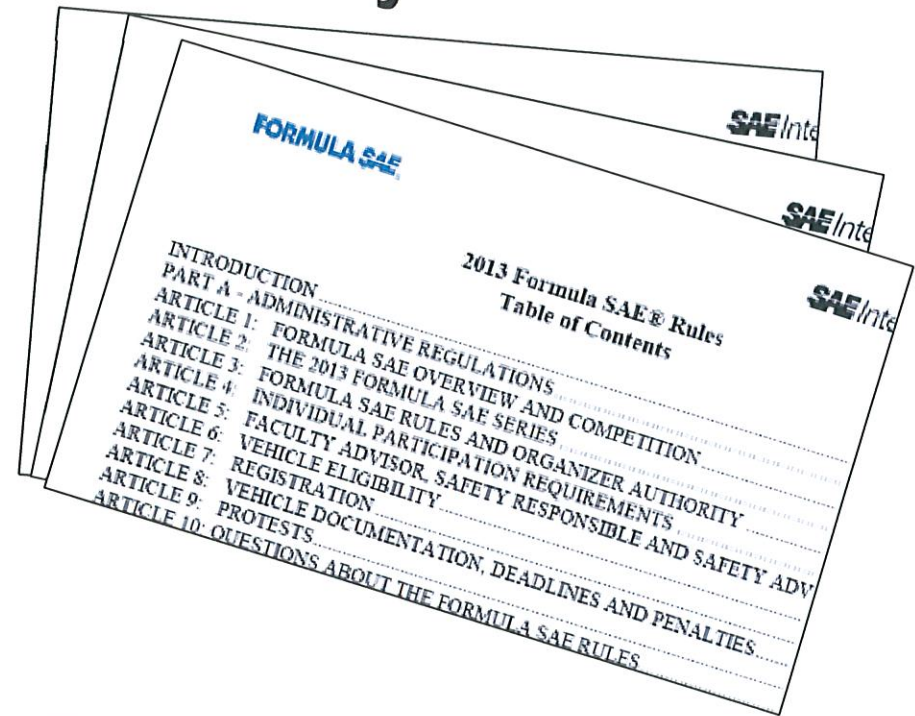


Defining the Project

- ◉ Read the Rulebook
- ◉ Understand the Rulebook
- ◉ Know the Rulebook
- ◉ Develop a Gantt Chart
 - Design Phase
 - Material / Parts Order
 - Build / Manufacturing Phase
- ◉ Reasonable & Attainable Milestones
 - Begin build
 - Rolling chassis
 - Car under its own power
 - First test date
 - Vehicle unveiling



Defining the Project

- ◉ Understand Your Capabilities
 - Design
 - Simulation
 - Manufacturing
 - Soft skills
 - Leadership skills
 - Time Management
 - Personnel
 - Time Commitments
 - Dedicated vs. part time vs. not directed



Knowing the project basics

Before and during the project plan formulation...

- ◉ Put together a library in your design room
 - FSAE rules
 - Powertrain, Chassis, suspension, dynamics
 - Simulation software tutorials
 - *Prepare to Win, Tune to Win, Engineer to Win* books by Carroll Smith
- ◉ Use this library
- ◉ Hold workshops/tutorials for members
- ◉ Start building after you have a goal of how the car should perform with the time, effort, and funding that will go into it
- ◉ Set optimistic goals which CAN be achieved
- ◉ Goals must be quantifiable! What are your metrics to determine if each goal is achieved?

Study the Competition

To help with determining your Goals...

- Make a detailed comparison between your team and the winning teams
 - See how you could have done better (even if placed 1st)
 - How many more points were needed to achieve your goal?
- Analyze all static and dynamic events
 - Realize your strengths and weaknesses
 - Based on experience & kept records, determine which event would give most points per time & dollar invested

Study the Competition

FSAE MIS Points vs Place 2007, 2009-2012

