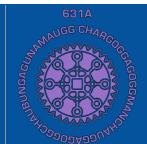
Design Resilience

Engineering Design Adaptability

as modeled by General Dynamics





631A – Chargoggagoggmanchauggagoggchaubungagunamaugg Leo, Indiana

> Isaiah Bass • Gavin Smith • Oscar Hall Aurora Kennedy • Elijah Washler • Ellis Millanowski

Special Thanks to Joe Kennedy, Senior Distinguished Member, Technical Staff at GD

WHY CHOOSE GENERAL DYNAMICS?

General Dynamics (GD), the world's fifth-largest aerospace and defense company, provides mission critical capabilities to armed forces across multiple domains to meet a wide range of requirements. While GD's products revolve around



Headquarters of General Dynamics | Fairfax, VA

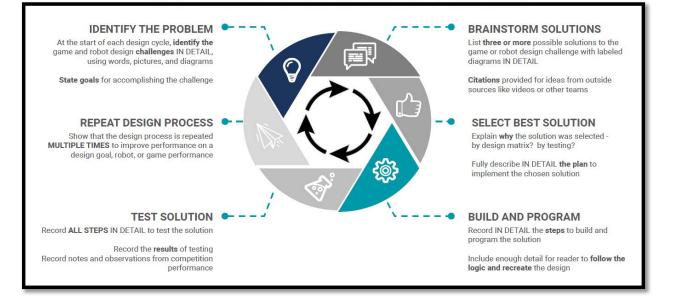
weapons (with high levels of safety required) and military vehicles, what intrigued us were GD's developments in communications and cybersecurity. These **highly diverse domains** demand **highly resilient design processes**. We set out to understand how GD **rapidly responds** while also meeting customer needs for airworthy and safety critical solutions.

Joe Kennedy of General Dynamics with Team 631A



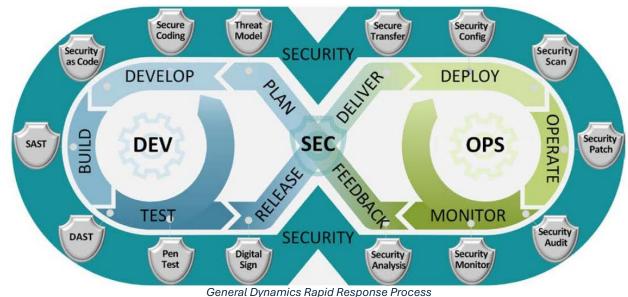
ENGINEERING DESIGN PROCESS (EDP)

Team 631A students learn to design and build a robot by collaboratively developing designs based on stated requirements according to a rigorous process as illustrated below.

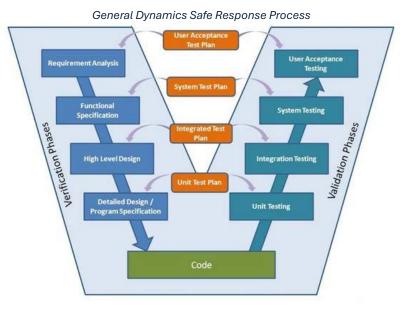


The EDP organizes the build into manageable steps to meet requirements, assure quality, optimize time, and develop exceptional solutions. We were intrigued to learn that GD incorporates an adaptable design process based on the needs of customers and their constraints.

GD's two design processes follow similar steps as 631A in achieving goals.



General Dynamics **Rapid Development Response** (RDR) called "DevSecOps" (Development, Security, Operations) decreases the time to completion; engineers must work fast to meet deadlines. The **High Safety Process** (HSP) uses the "System Development Life Cycle" (SDLC) in environments where a very high level of safety is required, e.g. munitions.

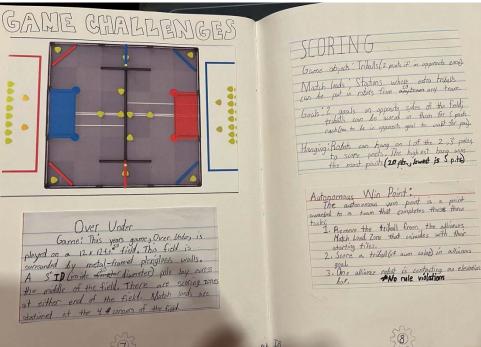


GD begins the design process in the same place as 631A: understanding the problem, the needs of a customer, or the constraints of a game.

Because GD is a defense contractor, its engineers' first step must include the creation of threat models and the development of countermeasures. GD must thoroughly understand customers' needs and portray those needs through the product.

System and time constraints, legality, resource limitations, specifications – both 631A and GD must consider these during the "identify" step. (The RDR model quickly moves to step 4.)

631A identifies game challenges for "Over Under."



Under the HSP, GD incorporates many of the same activities as 631A during its "brainstorm" step: (1) Functional Specifications, or design documents – like the "engineering notebook"; (2) High Level Design, where designs compete to meet technical and financial constraints – like the "Intake Designs" below; and (3) Program Specification, where ideas are broken into smaller modules – like the subsystems (drive train, shooter, intake, code) in 631A's process.

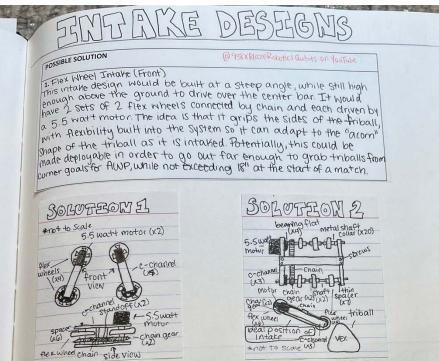
631A brainstorms various intake designs.

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For both GD and VEX teams, brainstorming is essential in uncovering creative and innovative options for fulfilling the design requirements.

GD considers the technical and financial viability of options when choosing a design for the complete system, along with compatibility of subsystems.

631A's decision matrix for the base design. CT BEST SOLDFEON & PLAN 28 FON MARRESS for PAG ON MATRIES TOTAL Strength Speed Ability to Motors Ease of Building drive over Competition bar 1st Idea 1 5 3 5 5 23 2-motor 5 Gunnel drive 4 motors 2nd Idea 2 "Boat" 5 3 5 4 22 5 Drive 4 motors and Idea 3 2-motor 22 3 5 4 6-wheel 5 5 chain drive 2 motors

In the same way, 631A uses various decision matrices to score and choose a design. The example above illustrates the multiple requirements the team considered. In the RDR and HSP, GD subdivides into smaller modules which must work seamlessly together. The build must also pass Static Application Security Tests (SAST), a cybersecurity test that identifies code and design flaws while offline, communicating them to the engineers.

631A also divides into subsystem groups. Throughout this process, all teams journal and communicate progress.

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The team follows a rigid project schedule using a Gantt chart to determine completion timelines and identify shortfalls.

A Gantt chart keeps the Team on schedule.

Pre-Competition Timeline				Project start: Mon, 12/4/2023 Display week: 1																								
Competition at Kalahari Classic																												
Made By: Isaiah Bass																	_											
Leo Robotics				Dec 4, 2023			D	Dec 11, 2023			Dec 18, 2023			Dec 25, 2023			Jan 1, 2024			Jan 8, 2024			Jan 15, 2024					
TASK	ASSIGNED TO	PROGRESS	START	END																								18 19 20 2 T F S S
Reflections and Organiz	ation										1.1.			in the second														
Reflections	All Team	100%	12/4/23	12/4/23																								
Define goals	All Team	100%	12/4/23	12/4/23																								
Create Affective Plan	All Team	100%	12/4/23	12/4/23																								
Consider Restraints	All Team	100%	12/4/23	12/4/23																								
Sketch Designs	All Team	100%	12/4/23	12/6/23																								
Building the Second Rol	bot																											
Add GPS	Elijah	95%	1/2/24	1/6/24																								
Create/Add an Intake	Aurora	100%	12/5/23	12/10/23																								
Create a New Shooter	Oscar	100%	12/5/23	1/1/24																								
Attach Pneumatics	Isaiah	100%	12/11/23	12/18/23																								
Create New Hang/Wings	Gavin	100%	12/5/23	1/1/24																								
Coding the Second Rob	ot																											
Robot Code for Robot 2	Ellis/Elijah	100%	12/21/23	1/1/24																								
Fix the Autonomous Skills	Ellis	85%	1/1/24	1/18/24																								
Adjust pre-autonomous	Ellis	15%	1/1/24	1/18/24																								

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DevSecOps engineers complete a variety of tests to thoroughly check their product to ensure the reliability of the system, e.g. Dynamic Application Security Testing (DAST) and Penetration Testing (Pen test), both of which identify code flaws and vulnerabilities. In the HSP, testing involves modules, connectivity, the complete system, and approval.

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The prototype Advanced Reconnaissance Vehicle made by General Dynamics Land Systems.



631A follows a similar protocol, often testing subsystems 3 or more times before testing on the robot itself. Test results are recorded and referenced during this phase.

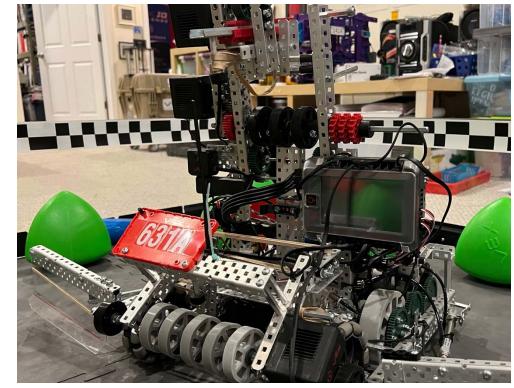


In both of GD's processes, these steps require repetition of earlier activities to improve (iterate) the design and build of the product: (1) deployment and monitoring, (2) user testing and acceptance, and (3) feedback. Example: Repetition is the primary work of GD's Ordnance & Tactical Systems (Canada), which tests and proofs product quality in modern ballistics laboratories.

631A used feedback to make iterative improvements:

- Catapult \rightarrow Linear Punch \rightarrow Faster, smaller Linear Punch
- Plastic wedges → Flex-Wheel wedges
- Rubber band intake → Flex-Wheel intake
- Wings → Locking wings

631A's final build robot: "KEVIN."



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CAREER READINESS: THE KEY CONNECTIONS

General Dynamics has developed multiple design approaches that allow it to rapidly respond to worldwide challenges and opportunities. Similarly, VEX designs games that require students to use **critical thinking** and **resilience** to overcome multi-dimensional challenges.

GD engineers develop strategic security and business partnerships and **work as a team** in every step of the design process. To win, VEX students must observe and leverage healthy, collaborative relationships at every level of competition.

GD is rigorously committed to a **disciplined** supply chain and superior customer service. Likewise, VEX continues to prepare our team by requiring rigorous testing, careful observation, thorough documentation, and repeated effort.

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