Verification and Validation Checklist
Project : Velociraptor (Thursday)

Requirement	Level (System/Subsystem)	Requirement Title	Type (Shall/Should/Will)	Method	Responsible Division
L1 – 1	System	Project Cost	Should		PM
L1 – 2	System	Project Schedule	Shall	Analysis	PM
L1 – 3	System	Appearance	Should		MFG
~~L1 – 4~~		Game Characteristics taken care of in static and dynamic requirements L1-S_			
L1 – 5	Subsystem	3DoT	Will	Demonstration	E&C
~~L1 – 6~~		3DoT Board taken care of in L1-5			
~~L1 – 7~~		Movement of head and tail to not tip over robot taken care of in L1-S_			
L1 – 8	System	Duration	Shall	Test	ALL
L1 – 9		Custom PCB	Shall	Inspection	ALL
L2 – 1	System	Mass	Will		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~~	Subsystem	Power LDO – taken care of in L2-16			
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	<mark>Shall</mark>	Test	
L2 – 12		Torque – Body Platform	<mark>Shall</mark>		
L2 – 13		Center of Gravity – Body Platform	<mark>Shall</mark>		
L2 – 14	System	Leg Test	Shall		
L2 – 15		Static Foot Test	Shall	Test	E&C/MFG
L2 – 16		Power	Will	Test	MST
L2 – 17		Custom Telemetry	Should		MST
~~**L2 – 18**~~	Subsystem	Motor Torque			
L1 – S1	System	Static Walk – Flat Surface	Shall	Test	
L1 – S2	System	Static Walk – Surface Texture	Shall		
L1 – S3	System	Static Walk – Incline/Decline	Shall		
L1 – S4	System	Static Walk – Step	Shall		
L1 – D1	System	Dynamic Walk – Flat Surface	Should		
L1 – D2	System	Dynamic Walk – Surface Texture	Should		
L1 – D3	System	Dynamic Walk – Incline/Decline	Should		
L1 – D4	System	Dynamic Walk - Step	Should		