#	DELIVERABLE	LINK TO WORK P	1 - 10
	BACKGROUND & RESEARCH	**CURRENT STATUS**	
1	Product Ecology		
2	OSE Specification Review		
3	Genealogy		
	Roadmap		
4	How it Works		
5	Background Reading		
6	Background Research and Patent Search		
7	Industry Standards		
	DESIGN		
8	Requirements	http://opensourceecolc	**2**
1	Infographic		
9	**Conceptual Design**	**http://opensourceecc**	**9**
10	Module Breakdown	http://opensourceecolc	
11	Interface Design		
12	3D CAD	http://opensourceecolc	**8**
13	Calculations	http://opensourceecolc	**2**
14	Exploded Parts Diagram		
15	Part Library		
16	CAM Files		
17	Hydraulics Diagrams		
18	Electronics Schematics		
19	Electronics Layout		
20	Wiring Diagram	http://opensourceecolc	**3**
21	Software		
22	Firmware		
	BILL OF MATERIALS		
23	BOM		
	BUILD		
24	Fabrication Drawings		
25	Visual Fabrication Diagram		
26	Build Instructions	http://opensourceecolc	**1**
27	Language Agnostic Instructionals		
28	Cut List		
29	Build Pictures		
30	Build Data Collection		
31	Build Video		
	DATA COLLECTION		
32	Performance Data Collection		
33	Review	http://opensourceecolc	
34	Bug Tracker		
		TOTAL DONE:	**8%**

#	PROJECT MANAGEMENT	LINK TO WOI	1 - 10
	STATUS		
1	Critical Path		
2	Project Status		
3	Project Log		
4	Current Problem Statement		
5	Roadmap		
6	Burndown Graph		
	TEAM		
7	Working Team		
8	Working Team Charter		
9	Contributor Log		
10	Communication Channels		
11	Scrumy		
12	Contributor Metamap		
13	Team Recruiting		
14	Team Training		
	ORGANIZATION		
15	Wiki Templates		
16	Submit a Bug Report		
17	Project Repositories		

	WORKSHOP EVENT ORGANIZATION	LINK TO WORK PRODUCT	COMPLETION (1-10)
1	Instructor Inquiry		
2	Instructor Evaluation		
3	Instructor Contract		
4	Event Description		
8	Event Description		
9	Workshop Announcement Blog Post		
10	Eventbrite Announcement		
13	Workshop Readiness Assessment		
14	Workshop Critical Path		
15	Graphics and Publicity Assets	http://opensourceecology.(	2
16	Eventbrite Announcement Draft		
17	Workshop 1 Sentence		
18	Workshop 1 Paragraph Summary		
19	Workshop 1 Page Full description		
20	Audience Positioning		
21	Workshop Curriculum		
22	Workflow Plan		
23	Learning Outcomes		
24	Wesite Event Posting		
25	Eventbrite Signup		
26	Publicity Plan		
27	Contract		
28	Revenue Projections		
29	Flyer (Flyer Template)		
30	Social Media Post		
31	Social Media Video		
32	Promotional Video		
33	Blog Post		
34	Logistics, Materials, Facilities Preparation		
35	Financial Analysis		
36	Crowd Collaboration Platform		
37	Distributive Enterprise Collaboration		

#	DELIVERABLE	LINK TO WORK P	1 - 10
	BACKGROUND & RESEARCH	**CURRENT STATUS**	
1	General		
2	Explainer Video Production		
3	Wiki Template Production		
4	Refining Fit with OSE Product Ecology		
	DESIGN		
5	Parts Count Optimization		
6	Comletion of Concept Documentation		
7	Exploded Parts Animations a and CAD Walkth		
8	CAE Analysis		
9	Design Library Creation for Construction Set		
	BILL OF MATERIALS		
10	BOM Optimization		
	Visual BOM		
	Visual BOM Inspection		
	BUILD		
11	Procedure Streamlining from Insights Learned		
12	Technique Optimization		
13	Instructional Streamlining		
14	Visual Fabrication Diagrams		
	ENTERPRISE		
15	Economic Model Documentation		
16	Sourcing Optimization	http://opensourceecolo	
17	Legal Development		
		TOTAL DONE:	**0%**

	DELIVERABLE	LINK TO WORK	COMPLETION (1-10)
1	Team Building Areas		
	OpenBuilds Platform for OSE with Wanted		
	SME Search		
	Design Sprint Development		
	Hackathon Organization		
	Team Training Materials		

	DELIVERABLE	LINK TO WORK PRODUCT	COMPLE-TION (1-10)
1	**TEST DRIVEN DESIGN**		
	Inspiration Metrics		
	Project Metrics		
	Product Metrics		
2	Deveolopment Success Metrics		
3	Development Requirements		
4	Partial Prototypes		
5	Scale Models - 3D Printing		
	Rapid Prototyping Dashboard		
6	Scale Models - Laser Cutting		
7	Scale Models - Milling		
8	Simulations		
9	Data Analysis		
10	Rapid Prototyping Services		
11	Crowdsourced Testing		
12	SME Review		
13	Prototype Assessment		
14			
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	DELIVERABLE	LINK TO WORK PRODUCT	COMPLETION (1-10)	
1	Tech Tree of Choices			
2	Machine Renders	http://opensourceecology.org/wiki/CEB_Press_6_-_Overall_Machine_-_Renders	8	
3	Interface Design Review			
4	2D CAD			
5				
6	Build Time Lapse			
7	DOZUKI INSTRUCTIONAL PROCEDURE			
8	DESIGN PROBLEM STATEMENT	http://opensourceecology.org/wiki/CEB_Press_6_-_Overall_Machin		**10**
9	Model Laser Cutting 2D File	http://opensourceecology.org/wiki/OSE_Rapid_Pr	http://opensource	**5**
10	Viral Replicability Criteria	http://opensourceecology.org/wiki/CEB_Press_Viral_Replicability_Criteria		
11	Best Practice Search			
12	Build Time Assessment			
13	Swarm Event Data Collection	http://opensourceecology.org/wiki/Swarm_Event_Data_Collection		
	Cloud Electronics Design Collaboration			
	Electronics Enclosure			
	Exploded Part Animations			
	Open Source Feasibility Analysis			
	Logic Diagram			

	DELIVERABLE	PROTOCOL	LINK TO WORK PRC	COMPLE-TION (1-10)
1	Computer-Aided Architectural Desi	http://opensource		

C	
	Pattern Language Icons
	Technical Infographics
	Explainer Videos
	Facebook Publishing Policy
	Crowd Video Production - Screencasts

	DELIVERABLE	LINK TO WORK PRODUCT	COMPLE-TION (1-10)
1	Inspiration		
2	Realtime Design Collaboration		
3	Cloud Collaborative 3D CAD		
4	Conceptual Design Swarming		
5	Leading Practitioners		
6	Framework Overview		
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	DELIVERABLE	PROTOCOL	LINK TO WORK PR	COMPLE-TION (1-10)
	BACKGROUND RESEARCH			
	Leading Practitioners and Best Practices			
41	**DESIGN COLLABORATION**	focus is on file conve		
42	Range of Motion Design			
43	3D CAD Review			
44	Bolting Pattern	Show visual represe		
45	CAE analysis (structural, drag, thermal, power analysis; lis	http://opensourceeco		
46	Functional Diagram	http://opensourceeco		
47	3D Assembly Animation	http://opensourceeco		
48	Visual Bill of Materials	Take a Bill of Materia		
49	Sketchup Layers to Build Sequence	http://opensourceeco		
50	Sketchup to Instructional	http://opensourceeco		
51	Conversion of Sketchup to Rendered Animations	take a sketchup file a		
52	Reverse Engineering	http://opensourceeco		
65	**COMMUNITY BUILDING**			
66	Member Profile Requirements	http://opensourceeco		
	Integrated Development Environment	http://opensourceeco		
67	Community Standards and Requirements	http://opensourceeco		
68	OSE Team - core	http://opensourceeco		
69	Badges	http://opensourceeco		
70	Integrated Human Development	http://opensourceeco		
71	Skills Building	http://opensourceeco		
72	Crowd Map	http://opensourceeco		
73	Developer Profile	http://opensourceeco		
74	OSE Charter	http://opensourceeco		
75	OS Business Ideas	http://opensourceeco		
76	OpenHatch	http://opensourceeco		
77	Wiki Editors	http://opensourceeco		
78	Allied Effort Communication Channels	http://opensourceeco		
79	Visual Content Creator Job Description	http://opensourceeco		
80	Contributing and Upvoting	http://opensourceeco		
81	Recruiting Process	http://opensourceeco		
82	Webcasting	http://opensourceeco		
83	Work Team	http://opensourceeco		
84	Open Slide Deck			
85	Open Business Model Collection			
86	**COMMUNICATIONS, MEDIA**			
87	Memes and Messaging	http://opensourceeco		
88	Overall Strategy			
89	Press Strategy			
90	Social Media Strategy			
91	Press Releases	http://opensourceeco		
92	Infographics	http://opensourceeco		
93	Stock Graphics	http://opensourceeco		
94	Email Handling			
95	Mass Email			
96	Blog			
97	Vlog			
98	FB			
99	Tsu			
100	Twitter			
101	YouTube			
102	LinkedIn			
103	Podcast	http://opensourceeco		

104	Conference Calls	http://opensourceecc		
105				
106	**ORGANIZATIONAL LEARNING VIEW**	http://opensourceecc		
107	Extreme Learning	http://opensourceecc		
108	Advanced Prototyping 101	http://opensourceecc		
109	Enterprise Mentorship	http://opensourceecc		
110	How to Create Visual Explanations	http://opensourceecc		
111	Github 101	http://opensourceecc		
112	OpenSCAD 101			
113	WordPress 101	http://opensourceecc		
120	**VISUAL DISPLAY OF INFORMATION**			
121	Display Scripts	http://opensourceecc		
122	GVCS Icons	http://opensourceecc		
123	GVCS Module Icons			
124	All Module Icons			
125	General Icons	http://opensourceecc		
126	Skills Icons			
127	Permaculture Design Icons			
128	Contributor Icons	http://opensourceecc		
129	Design Opinion - Desinion	http://opensourceecc		
130	Badge Icons			
131	Machine/Module Infographic	http://opensourceecc	http://opensourceecc	
132	How it Works + Logic	basic physics/mecha	http://opensourceecc	
133	Design Rationale	http://opensourceecc	http://opensourceecc	
134	Visual Explanations	http://opensourceecc		
135	Explainer Video Script	http://opensourceecc	http://opensourceecc	
136	Explainer Video	http://opensourceecc	http://opensourceecc	
137	Exploded Part Animation	http://opensourceecc	http://opensourceecc	
138	Vine Video Stop Motion Assembly	http://opensourceecc		
139	Phoneography	http://opensourceecc		
140	Open Source Video Production 101	http://opensourceecc		
141	Open Source Acoustics 101	http://opensourceecc		
142	**DEVELOPMENT VIEW**			
143	Deveolopment Success Metrics			
144	Development Requirements			
145				
146	**SYSTEMS VIEW**	http://opensourceecc		
147	Global Systems Ecology			
148	Lifecycle Analysis Methodology			
149	Applied Complex Systems Design Centers of Excellence			
150	Integrated Systems Design Centers of Excellence			
151	Integrated Agriculture Systems Centers of Excellence			
152	Integrated Housing Design Centers of Excellence			
153	Crowdsourcing Fundamental Solutions for Pressing World	http://opensourceecc		
154	Survey of Efforts to Improve the World	http://opensourceecc		
155	Global Grand Challenges	http://opensourceecc		
156				
157	**ORGANIZATION VIEW**	http://opensourceecc		
158	Corporate Calendar	http://opensourceecc		
159	Calendly	http://opensourceecc		
160	Gmail Protocol	http://opensourceecc		
161	Mass Mailing Newsletter	http://opensourceecc		
162	Annual Budget Report	http://opensourceecc		
166	**METRICS VIEW**	http://opensourceecc		
167	analytics for website + wiki	http://opensourceecc		
168	analytics for social media			
169	Visual Dashboard	http://opensourceecc		

174	**ORGANIZATIONAL LEARNING VIEW**	http://opensourceeco		
175	Extreme Learning	http://opensourceeco		
176	Advanced Prototyping 101	http://opensourceeco		
177	Enterprise Mentorship	http://opensourceeco		
178	How to Create Visual Explanations	http://opensourceeco		
179	Github 101	http://opensourceeco		
180	WordPress 101	http://opensourceeco		
181				
182	**REVIEW VIEW**	http://opensourceeco		
183	Review Ecology	http://opensourceeco		
184	Feedback Upvoting			
185				
186				
187	**OPTIMIZATION VIEW**	http://opensourceeco		
188	Best Practices			
189	Build Optimization			
190	Parallel Design Optimization			
191	**SPIRITUAL VIEW**	http://opensourceeco		
192	Peak Performance	http://opensourceeco		
193	Team Building	http://opensourceeco		
194	Personal Journey	http://opensourceeco		
195				
196	**VIRAL REPLICABILITY VIEW**	http://opensourceeco		
197	General Viral Replicability Criteria (VRC)	http://opensourceeco		
198	Specific Replicability Criteria	http://opensourceeco		
199	Viral Replicability Metrics	http://opensourceeco		
200				
201	**NETWORK COLLABORATION**			
202	Collaborative Video Editing	http://opensourceeco		
203	Collaborative Graphics Repository	http://opensourceeco		
204	Sound Effects Library	http://opensourceeco		
205	3D Modules Repository	http://opensourceeco		
206	Semantic Markup of Resources	http://opensourceeco		
207	Design for Good	http://opensourceeco		
208	Collaborative Design Platforms	http://opensourceeco		
209	**RESTORATION AGRICULTURE**			
210	Model Restoration Agriculture Operations	http://opensourceeco		
211	Cloud Collaborative GIS Mapping	http://opensourceeco		
212				
213				
214	**ENERGY VIEW**			
215				
216	**HOUSING VIEW**			
217				
218	**TECHNOLOGY PRODUCTION**			
219				
220	**MATERIALS VIEW**			
221				
222	**COMPUTERS VIEW**			
223	HTML+CSS	http://opensourceeco		
224	OpenHatch	http://opensourceeco		
225				
226	**COMMUNITY BUILDING**			
227				
228	Community Standards and Requirements	http://opensourceeco		
229	OSE Team - core	http://opensourceeco		
230	Badges	http://opensourceeco		

231	Integrated Human Development	http://opensourceeco		
232	Skills Building	http://opensourceeco		
233	Crowd Map	http://opensourceeco		
234	Developer Profile	http://opensourceeco		
235	OSE Charter	http://opensourceeco		
236	OS Business Ideas	http://opensourceeco		
237	OpenHatch	http://opensourceeco		
238	Wiki Editors	http://opensourceeco		
239	Allied Effort Communication Channels	http://opensourceeco		
240	Visual Content Creator Job Description	http://opensourceeco		
241	Contributing and Upvoting	http://opensourceeco		
242	Recruiting Process	http://opensourceeco		
243		http://opensourceeco		
262	**RAPID PROTOTYPING / TEST-DRIVEN DESIGN**			
263	test-driven partial prototype test procedure	design a simple expe	http://opensourceeco	
264	Model Laser Cutting 2D File	http://opensourceeco	http://opensourceeco	
265	Model Laser Cutting	http://opensourceeco	http://opensourceeco	
266	Buildout of Laser-Cut Model	http://opensourceeco	http://opensourceeco	
267	Model Build Pictures	http://opensourceeco	http://opensourceeco	
268	Model Dozuki Instructional	take the scale model	http://opensourceeco	
269	Partial Prototype Build, Video, and Pictures	see OSE_Rapid Pro	http://opensourceeco	
270	Partial Prototype Data Collection	document time of fab	http://opensourceeco	
271	**BUILD PREPARATIONS**			
272	Shot List	http://opensourceeco	http://opensourceeco	
273	Workshop Map and Workflow	post a map of all too	http://opensourceeco	
274	Master Review Checklist for Build Preparation	http://opensourceeco	http://opensourceeco	
275	Fabrication Diagram	http://opensourceeco	http://opensourceeco	
276	List of Tools, Consumables, Infrastructure, and Supplies n	http://opensourceeco	http://opensourceeco	
277	**BUILD AND BUILD REVIEW**			
278	Build Time Data	http://opensourceeco	http://opensourceeco	
279	Quality Control Checklist (Includes Safety, and Data Colle	https://docs.google.c	http://opensourceeco	
280	Prototype and Build Review - note - put this into Build Qua	http://opensourceeco	http://opensourceeco	
281	**TESTING AND DATA COLLECTION**			
282	Test Procedures and Data Collection	http://opensourceeco	http://opensourceeco	
283	3D Scanning with a Camera	http://opensourceeco		
284				
285	Suggestions and Solutions towards Product Release	https://docs.google.c	http://opensourceeco	
286	**ENTERPRISE VIEW**	**PROTOCOL**	**LINK TO WORK PR**	
287	Distributive Enterprise Explainer Video			
288	**Extreme Event Architecture**			
289	**Marketing of Extreme Event**			
290	**Team Lead Recruiting**			
291	Intended Audience			
292	OSE Positioning			
293	Liability			
294	Feedback on Machine Production			
295	**Facilitator's Guide for Teaching the Enterprise**			
296	Prep for Workshop			
297	Platforms			
298	CEB Press Product			
299	**Business planning**			
300	**Economic Analysis**			
301	Risk Management			
302	Marketing			
303	Pricing, profitability, & financials			
304	Resources and Support			
305	Certification Mechanisms			

306	Accelerator			
307	Prework			
308	Tooling			
309	Materials			
310	Curriculum			
311	Market Research	http://opensourceecc		
312				
313	Annual Budget Report			
316	Legal	http://www.lexmundi		
317	Operating manual	publish a guide for h	http://opensourceecc	
318	economic analysis	discuss materials co	http://opensourceecc	
319	collaborative production business model	develop a model of p	http://opensourceecc	
320	Development Workflow Infographic	http://opensourceecc	http://opensourceecc	
321	Event Organization	http://opensourceecc	http://opensourceecc	
322	Machine / Module Manual	Publish a user-friend	http://opensourceecc	
323	Submit a Ticket	http://opensourceecc		
324				
			OF COMPLETION:	**0.04**

DELIVERABLE	PROTOCOL	LINK TO WORK PRODUCT	COMPLE-TION (1-10)
	DOZUKI INSTRUCTIONAL PROCEDURE	http://opensourceecology.org/wiki/D	

Master Development Process Steps	Covered?
Performance Requirement for each machine (repository)	yes
Uploading draft spec for each machine based on performance requirements (including data)	no
Produce product roll schedule out based on Strategic goals and objectives	no
Assign an estimated build completion date	no
ID Human resources needed	no
Recruit for HR resources	no
Source number of camera people with gear at builds (in KC)	no
Research	no
ID Materials	no
Source Materials for R & D	no
Evaluate RC Product Concept Inputs	no
Refine Requirement for machine	no
ID motors and cylinders that will be used in Machine	no
Approve and document for accountability Baseline Requirements	no
Outline basic structure (stick drawing)	no
Create Product Concept	no
Review Product Concept	no
Approve Baseline Product Concept	no
Design Team moved to 3D designing	no
Create infographic	no
Upload infographic to Dozuki	no
Create or establish Dozuki /Development template	no
Build Product Development Schedule - ID completion date	no
Integrating Product Plan into a Master schedule (PM)	no
DPV oriented to materials being used - video created	no
Divide machine into modules	no
Divide modules into assemblies or components	no
Assign modules/components to DPVs	no
Review of OSE Design Tenets - chance for PL to provide additional design concerns	no
Design Basic Frame Assembly	no
Design basic sub assembly / modules	no
Upload versions of CAD modules to wiki daily/hourly	no
External Review of design	no
Approve Baseline of Frame, sub assemblies, modules	no
Compile all frames into one CAD file	no
Verify interface functionality	no

Calculation of basic structure movement	no
Geometry ROM	no
Fasteners/bolt pattern	no
Basic Design	no
Informal Designer review	no
Redesign?	no
QA/Redesign if necessary	no
Redesign?	no
Design Hydraulics Schematics	no
Controls Schematics	no
Pulley/motor placement	no
Fasteners/bolt pattern	no
Geometry ROM	no
Structural and systems analysis	no
QA redesign if necessary	no
Redesign?	no
Build scaled down prototype	no
identify issues	no
design iteration to include issue resolution	no
Develop test strategy to determine what requirements to test	no
develop implementation of test plan to identify if/what outside testing resources are needed	no
Accept design based on success of scale model	no
BOM	no
ID support equipment - safety gear	no
source parts and materials	no
create DXF/STL file	no
Order support equipment	no
work instructions	no
instructions to DM to identify triggers for script	no
Material order	no
Materials delivered to FeF	no
Materials inventories inspected	no
develop work flow of build - include assigning people (Flow of work through time, space and people)	no
Include documentation points - what needs to be documented	no
include in work flow that each module (central activity hub) has dedicated documentor at build	no
Every documentor has smart phone with dozuki app	no
create cut list	no
document work flow on whiteboard in workshop	no
safety briefing	no
cut materials	no
begin documentation of lessons learned (feeds)	no

Basic module assembly	no
assemble basic sub assemblies /modules	no
assemble basic frame (Ex. Rolling chassis)	no
Integration of electronics, control systems, etc.	no
final assembly of machine	no
Visual conflict inspection	no
safety inspection	no
functional test	no
QA - loops back to appropriate build phase step as needed	no
approve build	no
operational tests	no
field test (failure, actual load capacity, etc.)	no
prototype assessment	no
update end user design and work instructions	no
Decision - Video instructional or not	no
delivery prep - break edge, OSE Label, Final Photos with build participants	no
Compile video and photos for DM to deliver to assistant editors	no
Material to team of remote cards loggers and assistant editors	no
Organize material into stock footage library	no
Organize stock footage library for editing and or 3rd party use	no
3rd party use	no
Develop scrips	no
Graphics development	no
Edit stock video	no
music library	no
edit video into a documentary series and or promo films	no
record voice following video script	no
email voice record to DM	no
Compile documentary series and promo films for fans and funders	no
assign team to documentation tasks	no
create dozuki instruction manuals (photos, video & graphics)	no
QA Dozuki Manuals [1]	no
Publish Dozuki Manuals	no
Develop How to Instructional Videos	no
QA How to instructional videos	no
Publish Dozuki Manuals	no

[1] How are we going to assess instructions? Internal review or end user or both?

Does the script come from Dozuki manual for instructional video?