

AIAA Design/Build/Fly

Faculty Adviser: Professor Robert H. Liebeck
Advisers: Colin Sledge, Paul Parcell, Joseph Hsieh

What is Design/Build/Fly?

AIAA Design/Build/Fly is an annual international remote-controlled aircraft competition that allows teams to apply their analytical skills and showcase their cooperative efforts in building real-world aircrafts. Students must design, manufacture, and demonstrate the flight capabilities of an aircraft that can perform in a series of different flight scenarios.

Competition Mission Objectives

Ground Mission

Mission 1

Assemble the radome and stores onto the plane as fast as possible

Fly 3 laps with no payload within 5 minutes.

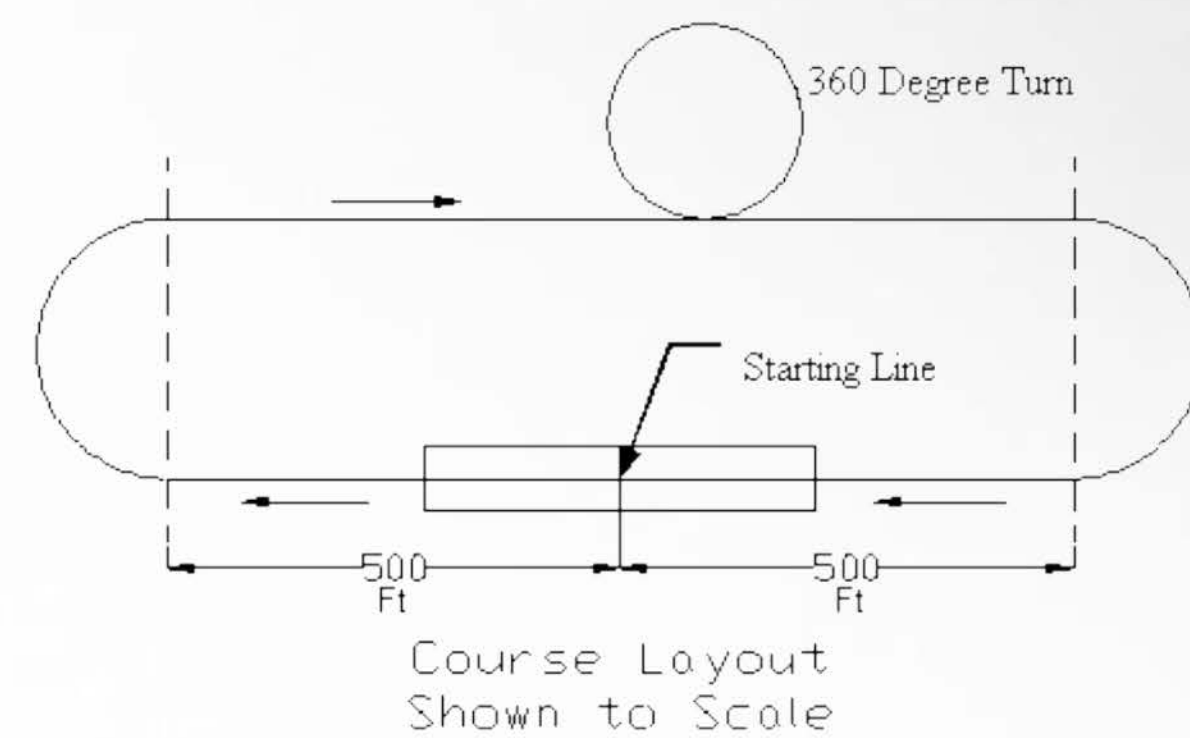
Mission 2

Mission 3

Fly 3 laps as fast as possible while carrying the radome within 5 minutes.

Fly one lap for each store carried and drop one store per lap within 10 minutes.

Flight Course

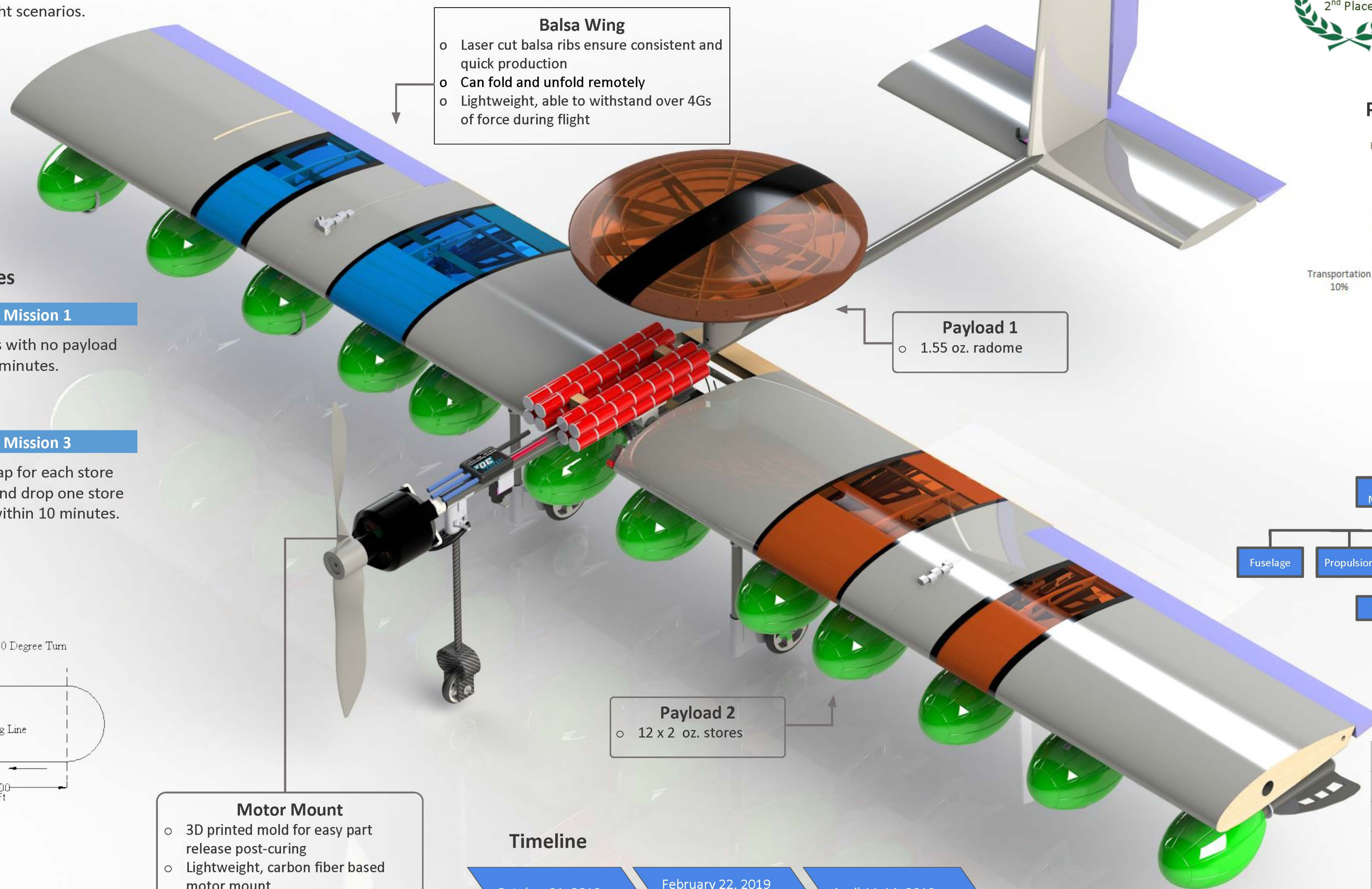


Goals and Objectives

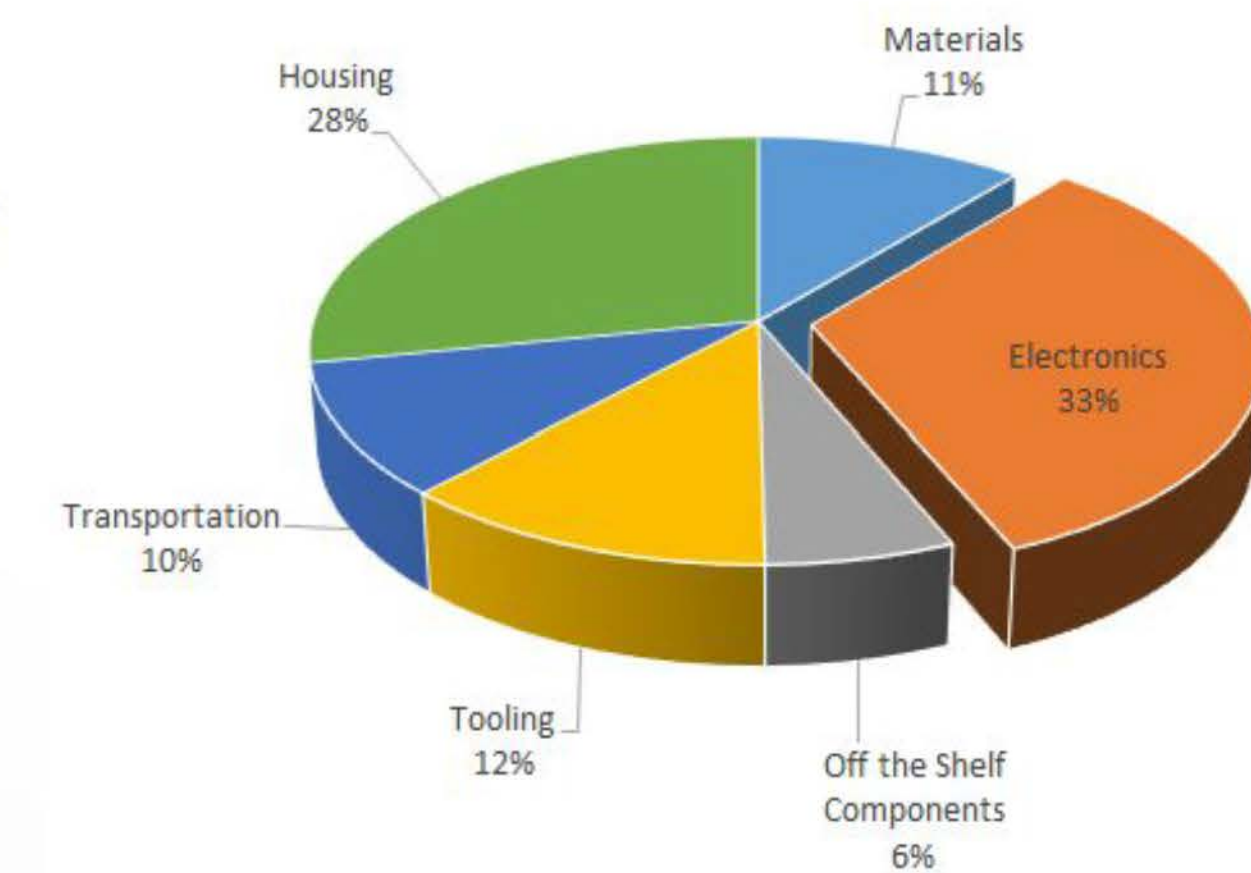
- Design an aircraft based on the given rules and constraints
- Develop and apply innovative, practical, and affordable fabrication techniques
- Document and compile design, manufacturing, and testing process into industry-standard written report

Requirements and Constraints

- Must have a minimum wingspan of 4 feet
- Aircraft must fit in a 3x2 foot box in stowed condition
- Takeoff within a 10 ft on a ramp
- Must be capable of carrying at least 4 stores

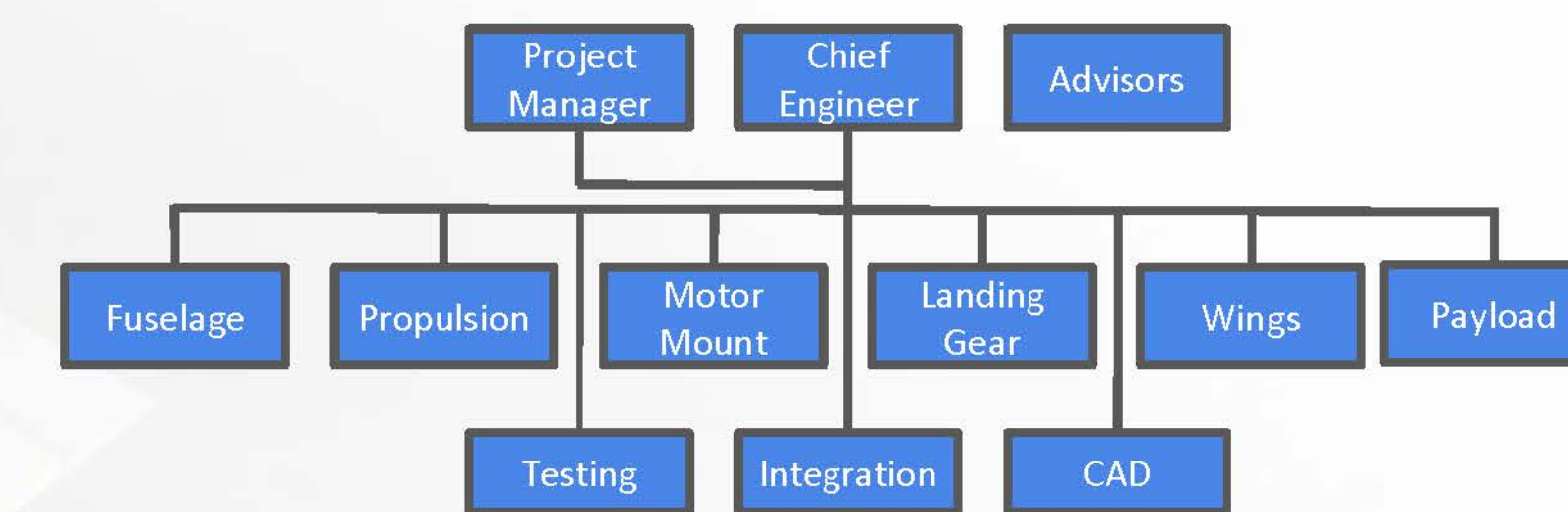


Project Costs & Expenditures



Grand Total: \$4200

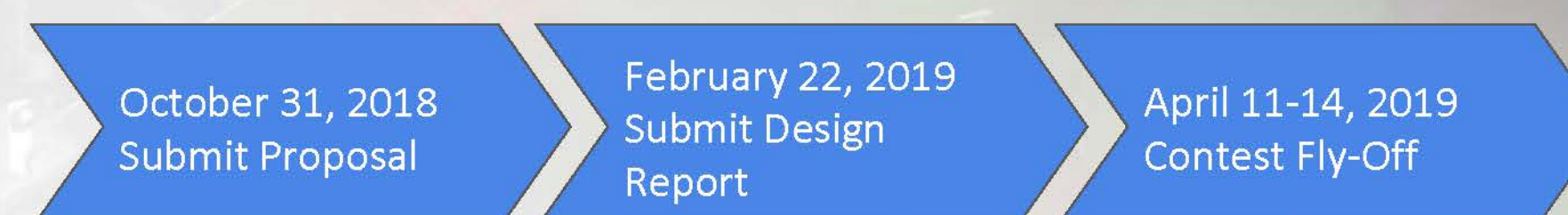
Team Structure



Team Members

James Bechler	Tina Nguyen
Brian Chen	Aakash Patel
Adrienne Dao	Andrew Reuter
Erick Hernandez	Marlon Sevilla
Sam Hince	Nathan Yeung

Timeline



For further inquiry, contact:

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For more information, visit <http://www.aiaadb.org>

