

CHAPTER 1

INTRODUCTION

1.1 INTRODUCTION

The purpose of this chapter is to explain about the project background, problem statement, project objectives, project scopes, flow chart of the project as well as Gantt chart to present the flow and overall process for this project.

1.2 PROJECT BACKGROUND

Water bike is a transport that can move on the surface of the water. Usually people ride it for entertainment or exercise purpose. Water bike applies the cycling principle or mechanism to move the water bike. People will cycle on the pedal and this will move the propeller which is connected with it. By this, the water bike will move forward.

There are many types of water bike exist around the world. For different environment or condition, we need to design different type of water bike which suits to it. The water bikes that already exist in the market can be classified into two way

which are differentiated by the number of hull or differentiated by the number of user can ride on it.

Some of the designs can be used in two types of condition or environment. For example, some water bikes can move on the beach and also on the sea. This enable users to cycle the water bike from the beach direct into the sea surface without any change to the water bike.

1.3 PROBLEM STATEMENT

UMP Pekan has a lake which is popular among the people here. Usually, every evening students and staffs go there for exercising or to relaxing their mind. There are only few types of activity that can be done there, which are cycling, jogging and canoeing. The lake is quite wasted since it is only used for canoeing. Besides, another problem is there are too less activity for UMP Pekan's student to exercise during the evening. To overcome these problems we need to add on some activity which can be held in the lake. So, manufacture of water bike is the most suitable way to solve these problems.

1.4 OBJECTIVE

1. To design a water bike which can be manufactures at UMP for UMP Pekan's lake.
2. To design a water bike which can be uses at UMP Pekan's lake in the future.

1.5 SCOPE

1. Designing of water bike by using software.
2. Designing of water bike for UMP Pekan's lake use in the future.
3. Building a prototype based on the design.
4. Analysing for the structure of the water bike designed.

1.6 PROJECT FLOW CHART

Figure 1.1 shows the project flow chart which indicates the overall flow in conducting out this project.

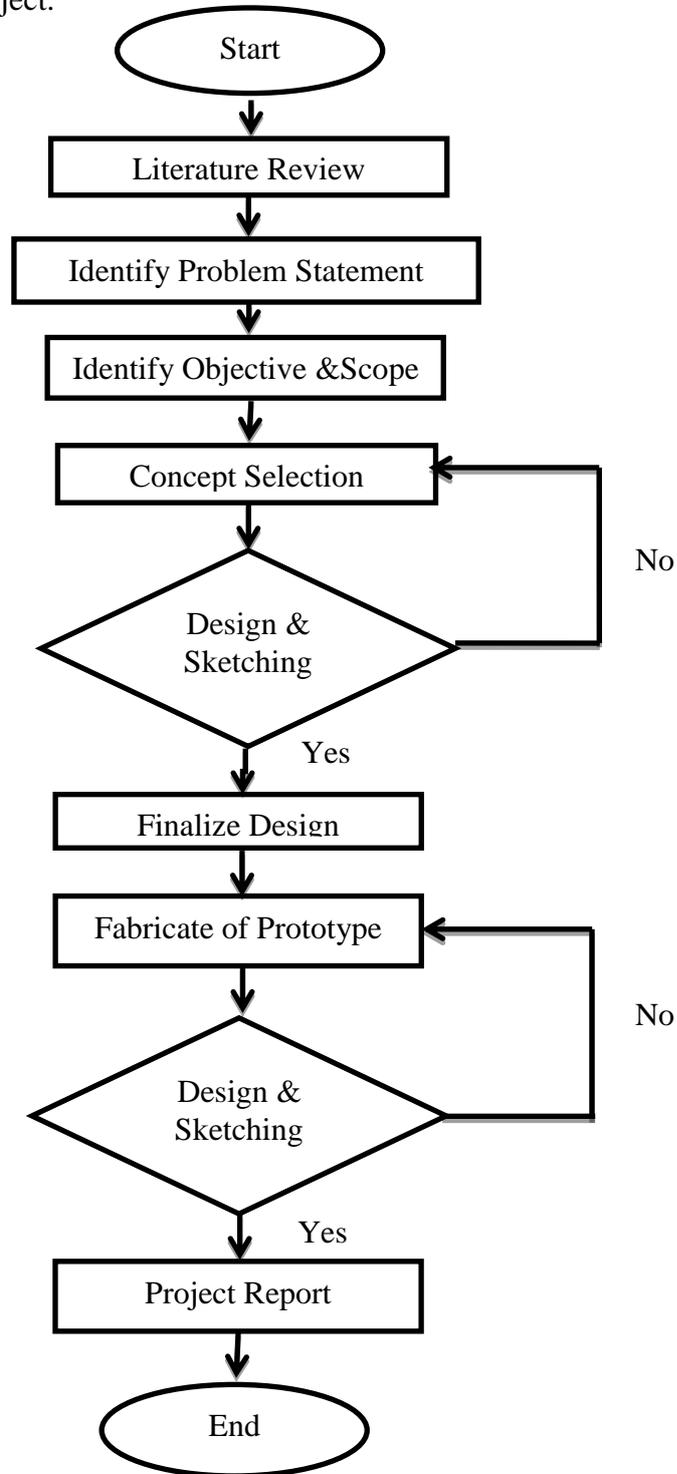


Figure 1.1: Project flow chart