Design Principles

- **Simpler and Cheaper**
  - challenge requirements at platform, system and sub-system level to ensure the **minimum required capability** is specified
  - Develop a **rationalised system/equipment**, spatial and modular architecture that satisfies the functional requirements and allows system simplification.
  - **Simplify system** solutions through a rationalised approach to standards, availability and redundancy
  - To structurally **modularise** to enable reductions in radiated noise, improvements in collective protection and build strategy
  - Concurrent approach to Naval career development and the submarines solution with the goal of **reducing manning** and enabling increased automation.
  - **Reduce numbers** of different equipment and component types to reduce material costs
  - Adopt **open architectures** to enable ease of upgrade
  - Reduce, minimise and standardise penetrations for cabling, pipework, in hull and bulkheads to improve damage control and reduce cost.
  - **Utilising COTS** wherever possible to reduce the cost of equipment
  - Identify solutions that **minimising additional infrastructure** requirements
  - A controlled **relaxation of platform density** to improve both buildability and supportability
- **Stealthier**
  - **Minimise all energies** being transmitted to/from the hull to meet the required and potential enhancements in stealth
  - **Energy efficiency** across all areas of platform and payload systems to improve core life and the need to manage undesirable emissions
- **Safer**
  - **Integrate continuous safety improvement** within the design approach to achieve an adequately safe design
- **Sooner**
  - Avoiding any high risk developing technologies to maintain an accelerated Schedule
  - **Minimise critical path activities** through reductions in interdependent solutions.