

User's Guide to the Cozmo Tile Game

Table of Contents

1. [Introduction](#)
 - 1.1. [Game Objective](#)
2. [Game Setup](#)
 - 2.1. [Required Materials](#)
 - 2.2. [Game Board Setup](#)
 - 2.3. [Game Board Diagram](#)
3. [Playing the Game](#)
4. [Troubleshooting](#)
 - 4.1. [Misconfigured Tile Board](#)
 - 4.2. [Cozmo Does Not See the Power Cube](#)

Introduction

This guide is for users who run and supervise the Cozmo Tile Game. It provides instructions on how to setup and play the game. It also provides troubleshooting for common issues the player or supervisor may face in the game. Please see programmers guide for Pycharm, Python, and Cozmo installation.

Game Objective

The objective of this game is for Cozmo to find a Power Cube that the player sets on the board. The player creates a maze on the game board using direction tiles, which lead Cozmo to the Power Cube. Cozmo goes through that maze by reading the direction tiles; once he finds the Power Cube, he performs an animation.

Game Setup

The following instructions help supervisors prepare for someone to play the Cozmo Tile Game.

Required Materials

This game requires the following materials:

- Game Board
- Direction Tiles
- Cozmo Robot
- Cozmo Power Cube
- Computer that is configured for Cozmo
- Phone or tablet that is connected to Cozmo

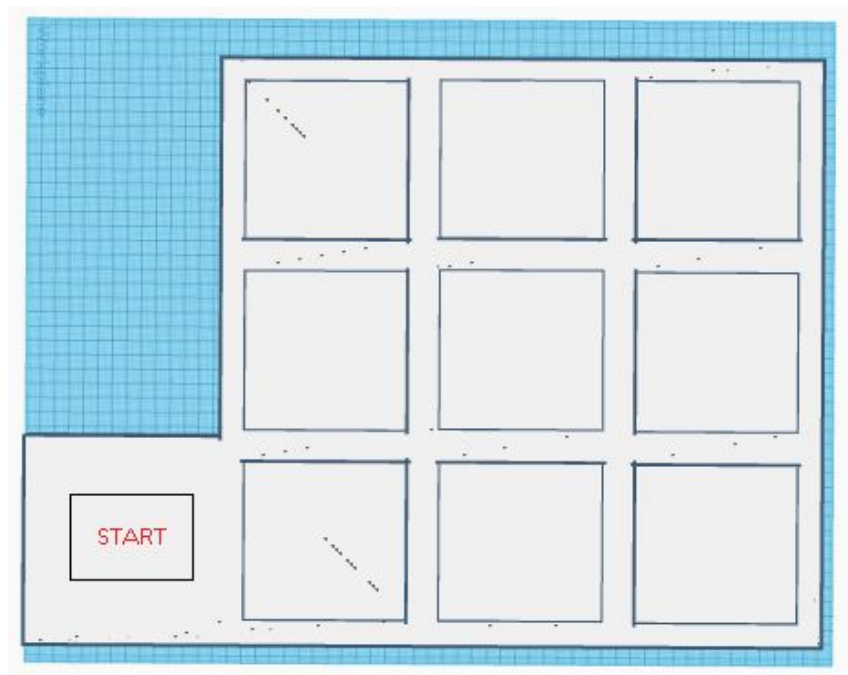
Game Board Setup

Before setting up the board, verify that Cozmo has been configured and connected with the computer and the phone or tablet you are using. If something is not configured, contact the IT department so that they can go through the installation guide, included in the Programmers Guide, and verify everything is configured correctly.

To set up the game board:

1. Place the game board on a flat, stable surface.
2. Double-click the Pycharm icon on the desktop of the computer. This opens the Pycharm app.
3. Place Cozmo, facing the board, in the starting area , marked on the game board.

Game Board Diagram



Playing the Game

When the Pycharm app runs, Cozmo recognizes the direction tiles placed on the game board by the player. Cozmo reads each marker and makes a move based on the direction marker it sees. Cozmo follows each direction marker until it has found the Power Cube, at which point the game ends.

To play the game:

1. Place the Power Cube on the center of a game tile where you want the maze to end.
2. Place the direction tiles on the game board in a configuration that creates a path from the starting area to the Power Cube.
3. In the Pycharm app, select **final.py** on the left navigation menu, and then click **Play**.
4. Once Cozmo finds the Power Cube, repeat the steps to play another round of the Cozmo Tile Game. (You will need to place Cozmo at starting area again).

Troubleshooting

Included are some common issues players or supervisors may encounter during game setup or play.

Misconfigured Tile Board

Usually, the tiles are either set to have Cozmo go in a direction other than forward, left, or right, or a direction that will take Cozmo off the board. In order to remedy these issues, we recommend having the supervisor of this game verify that the maze the user creates is setup to have Cozmo go in the correct direction to get to the Power Cube.

Cozmo Does Not See the Power Cube/Tiles

Cozmo Requires good lighting and a clear environment to see. Try increasing the light level and making sure his view is clear of intrusions.

