Remote control Assignment

May 31, 2018

Using the framework you have downloaded from github (`https://github.com/HWURoboticsLab/Leaps_material`), you will now develop a remote control for the Cozmo. To do this you will need to handle events and use conditionals.

With the Cozmo there are three cubes and these have numbers (or ids) and they have different events attached to them, for example: start moving, stop moving and tapped. These events register what happens to the cubes. For example, a start moving event is sent when I move the cube.

You will have to use these events to build a remote class that inherits from Agent. In the remote class you will need to respond to the events coming from the cubes. When cube 1 is moved forward, the robot moves forward. When cube 1 is moved backwards, the robot moves backwards. When cube 2 is moved backwards, the robot turns right. When cube 2 is moved forward, the robot turns left. If cube 1 is tapped, the gripper is lowered. If cube 2 is tapped, the gripper is raised.

With the remote control you need to pick up the third cube.

Recap:

- Build a Remote control for the robot so that you can pickup a cube
- When cube 1 is moved forwards or backwards the robot will move accordingly
- When cube 1 is tapped the gripper is lowered
- When cube 2 is moved forwards or backwards the robot will move turn left or right
- When cube 2 is tapped the gripper is raised
- Look in the Agent class for more useful functions

An example of your class is given below:

```
import Agent
class Remote(Agent):
```