Final Video Script

What‘s included:

1. Purpose (Ashe) – what and why does the robot exist and the story behind it
2. Features (Andrew) – talk about inverse kinematics, RMRC, interaction between the two robots, GUI, Robot path planning
3. Safety (Andrew) – physical and digital E-Stop, barriers, pre planned movements and Robot limitations to reduce reach of robot to outside the game table
4. GUI (Ashe) – explain all features of the GUI
5. Demonstrates learning from robots (Ashe) – briefly talk about robotics toolbox, matlab, ROS, D & H Modelling, Lectures, GIT and teamwork (most will be mentioned elsewhere so don’t double up)
6. Extensions (Andrew) – talk about multiple do bots for multiplayer players, proximity sensors, visual serving for card identification, live video in the GUI
7. Future (Ashe) – discuss any future plans or what you can see the robot doing in the future