## **University of Massachusetts Boston**

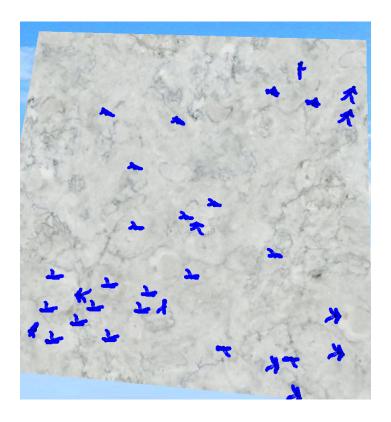


CS460 Fall 2019

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## **Assignment 8: The Walking Robots!**

We will create walking robots that switch directions when they bump into each other.



**Starter code for assignment 8.** After pulling from upstream, there is the folder 08 in your fork. Please copy index.html and robot.js from assignment 7 over or use Daniel's solution from https://cs460.org/shortcuts/31.

**Part 1 (4 points):** Please create a Robot.prototype.walk method that sets this.movement to "walk". Walking is very similar to kicking, which we implemented previously, but with less rotation. Also, please create a new dat.GUI button that calls the walk method for all existing robots in the scene.

Part 2 (10 points): Please change Robot.prototype.onAnimate to catch if this.movement == "walk" and add functionality to slerp the left upper leg by 45 degrees along the X-axis.

Part 3 (10 points): Please change Robot.prototype.onAnimate to catch if this.movement == "walk2" and add functionality to slerp the right upper leg by 45 degrees along the X-axis.

**Part 4 (10 points):** In both cases, add functionality that slerps the other leg back to identity. So on "walk", slerp the right upper leg to identity, and on "walk2", slerp the left upper leg to identity.

Part 5 (10 points): Now we have two components. Please combine them as follows: in the "walk" block, check for this.right\_upperleg.quaternion.w - if the value is smaller then 0.93 set this.movement to "walk2". In the "walk2" block, check for this.left\_upperleg.quaternion.w - if the value is smaller then 0.93 set this movement to "walk". The robot should now be able to move the legs as if it was walking if you call r.walk();

Part 6 (10 points): Create Robot.prototype.onStep and call this.onStep() at the end of each of the "walk" and "walk2" blocks from above. In Robot.prototype.onStep, use the following code to move the robot: this.root.translateZ(10);

Part 7 (20 points): Now, please add safety that the robot does not walk off the plane. Whenever it reaches the ends of the plane (think about which coordinates of this.root.position to check), turn the robot by 180 degrees along the Y axis. This does not require quaternions but can be done using the this.root.rotateY functionality of Three.js.

Part 8 (25 points): Add functionality to Robot.prototype.onStep that loops through all the robots in the scene and checks if the current robot (based off this.root.position) is close to another one with the this.root.position. distanceTo() method. If the robot is close, rotate by 180 degrees. Please don't forget to exclude the current robot during checks, else it will think it is close to itself and continuously spin without moving forward. You can use the this.root.position.equals method to detect equal positions.

Part 9 (1 points): Please update the screenshot above with your own and then post the github pages url here:

https://bepisman2.github.io/cs460student/08/index.html

## Bonus (33 points):

Part 1 (10 points): Load a mesh and add two extra point lights to the scene.

Part 2 (23 points): Don't let the robots walk into the mesh by extending Robot.prototype.onStep to compare with the mesh's bounding box.