Use case for Cozmo

Communication button

Showing what cozmo is doing

# Ideal Path

1. User selects Cozmo tile on home screen of app.
   1. Cozmo boots up, app shows ‘waking’ screen
   2. Cozmo finds cubes and confirms which he can see
   3. Objects are displayed on app screen for selection
   4. Cozmo says “Ready when you are!” and spins on the spot
2. User selects one object
   1. Obejct is shown on the centre of screen, green tick appears in communication box
   2. Cozmo says “When you’re sure that’s the one you want. Press the tick, if you want to select another, just press on another object.”
3. User presses the tick
   1. Cozmo says “OK, I’ll be right back.” Cozmo whistles as it moves to the selected object.
   2. Centre of app screen shows cozmo moving. Communication button shows a cancel button
   3. Cozmo picks up object and says, “Got it!”
   4. Cozmo brings the object back to the user
   5. Cozmo says “This is the right one, right?”
   6. Communication button shows a tick and a cross
4. User presses the tick
   1. Cozmo says, “YAY!” and plays a trumpet sound
   2. Cozmo asks for a fist bump
   3. Cozmo asks, “Do you want me to fetch anything else?”
5. User returns to the home screen
   1. After five minutes of inactivity Cozmo says “I’m going to go back on charge now, let me know if you need anything.”
   2. Cozmo returns to its cradle and powers down.

# Deviations from Ideal Path

## Overarching issues:

Cozmo is off its charger and is out of power. When Cozmo is selected from home screen, app displays a warning saying, “Cozmo needs put back on his cradle and charged before it can be used.” Once Cozmo is placed back on its cradle the app will display its current power levels. Cozmo cannot be sent on new tasks if it is under 10% charge.

1b) Cozmo cannot find any cubes on boot up. App displays empty object panel and message saying “Cozmo can’t see anything it can fetch around it. Make sure any objects you want Cozmo to fetch for you are on the same surface as it.” Button is displayed under message saying, “Search for cubes again.”

3a) Cozmo cannot find route to selected object. If Cozmo becomes stuck or cannot reach object it will say, “Rats, I can’t seem to get to that one, can you see anything blocking my way?” The communication box on the app screen will then show a tick or a cross