# **Bot-store GUI**

## Door Joost Rothweiler, Wendy Bolier en Timvan Rossum

#### Verschillende deelnemers:

Human (open de Human GUI)

Epartner (kan alleen toegevoegd worden als er tenminste 1 human player is)

#### Humanoid

- Nao
- Asimo

#### Wheeled bots

- Lego Mindstorm
- Wall-e

Nao: Asimo:





## Lego Mindstorm:





## Mogelijke acties per deelnemer:

Who	Can	Can't
Human	carry an epartner	
	carry 1 block if not holding an epartner	
	push buttons to open doors	
	step over small blocks	
Epartner	communicate with all other bots,	move
	communicate with the human holding it	carry blocks
Nao	carry 1 block	
	push buttons to open doors	
	step over small blocks	
Asimo	carry 2 blocks	
	push buttons to open doors	
	jump over big blocks	
Lego Mindstorm	carry 3 blocks	step or jump over blocks
		push buttons to open doors
Wall-e	carry 1 block	step or jump over blocks
	push buttons to open doors	

Eigenschap	Human	Epartner	Nao	Asimo	Lego Mindstorm	Wall-e
Colour-perception	yes	no	yes	no	yes	yes
Pick up n blocks	1	0	1	2	3	1
Move directions	fast	-	fast	fast	slow	slow
Battery life	-	-	short	short	long	long
Step over small blocks	yes	-	yes	yes	no	no
Jump over big blocks	no	-	no	yes	no	no