Group name: Prosperitas
Group Members: William Granli, Andam Berima, Einar Sundgren, Yacoub Sattar, Emily Kolar, Khashayar Salehi, Yazen Raad, Therese Hultengren

Nao Design Sketch

Team Members:

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SE&M Introduction

Program Nao to carry out a 3-minute PowerPoint presentation of the SE&M program. Nao should be able to switch between the slides using the spacebar. Nao should also talk more in depth about the bulletins of each slide.

This behavior is created so that Nao can catch the attention of several people at once when there are many people in or around the SE&M booth.

Conversation

Create a conversational behavior that consists of questions and answer. The main focus should be questions and answers about the SE&M program but other more lightweight and fun answers should also be implemented.

Nao should reference his handler if he doesn't know the answers to the questions and should offer guidance if the questioner seems lost.

Games

Learn Nao to play a number of games. The purpose of the games are to attract visitors attention to the SE&M booth at the fair and keep them amused while there.

Suggested games are:
- Play with a ball
- Rock paper scissors
- Quiz game

Behavior/control

Nao should behave in a humanlike way. Part of that is a number of greetings and gestures that gives Nao the base to a body language.

We also intend to make the entire behavior of the robot integrated and controllable by mainly voice command.