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| Cozmo Animation | Shortform & Advertising | Blue Zoo  IT204F IT Application project PROPOSAL  ICA Group Project | |  |  | | --- | --- | | GROUP MEMBERS | ADMIN NUMBER | | KOH SHI MIN | 201357X | | LIM BEI FANG CHARMAINE | 201240T | | SHERRYAN SOO TINGXUAN | 201464N | | SHINA SHIH XIN RONG | 201322Q | | TAN WUN SEE, KIMBERLY | 201235C | |

**KOH SHI MIN**

Cozmo will make a shape that is similar to a heart shape, after making the shape all three cubes will light up. After cubes light up, Cozmo will find for a face and say a greeting before displaying a shape.

**LIM BEI FANG, CHARMAINE**

Cozmo is able to detect all 3 cubes, celebrates when it detects each cube and avoids all 3 cubes that have been placed. After avoiding all 3 cubes, Cozmo will celebrate.

Cozmo is also programmed to wake the programmer up after a specific hours/minutes/seconds the programmer wishes. if the programmer wishes to be woken up after an hour they can put that they will get woken up in 1 hour and Cozmo will wake programmer up by playing a fire alarm sound and say, “wake up!”. if the programmer wishes to snooze, they have to pick up Cozmo and Cozmo will acknowledge and wakes the programmer after 5 minutes by also playing a fire alarm and saying, “wake up”! once the programmer taps cube number 1, it will turn from green to black and Cozmo will acknowledge that the programmer has woke up so he will wish the programmer “Good Morning!”

**SHERRYAN SOO TINGXUAN**

1. Cozmo stacks a pyramid.
2. Cozmo passes all three cubes to the demonstrator, Sherryan, each time Cozmo picks up a cube, it will light up indicating that the cube has already been passed.

**SHINA SHIH XIN RONG**

The scene is set in year 2202 where Rusty a futuristic robot had been programmed to carry cubes for centuries. One day, it sets out to search for its meaning of existence. In the process of discovery, Rusty realized that the very crux of its issue is the absence of its developer.

In this project, Cozmo (also known as Rusty) is programmed to carry its designated cube to a pre-programmed area. Additionally, it attempted to sing and dance. Finally, using the facial recognition software, it is able to establish the root of the issue. The project is guided by Rusty’s storyline voice over allows viewers to enter the robot’s perspective.

**TAN WUN SEE, KIMBERLY**

1. Happy Pill Generator

A generator where Cozmo reacts as he scan the expression of one’s face. When the expression is sad, Cozmo is able to react with a positive sentence, aiming to hboost one’s mood. As the expression becomes happy, Cozmo will also react with another positive statement. This generator is able to act as a happy pill to an individual, boosting one’s mood.

1. Compliment generator

A generator where Cozmo is able to compliment with different positive statements to an individual as he is being put in front of that individual. Cozmo through this, can also act as a mood booster, able to cheer one up.