Gesture Library readme

# Instructions

1. Download DobotStudio Pro 4.5 and open it.  
   (Download the windows version, can be found in “Control software”)  
   Link: <https://www.dobot-robots.com/service/download-center?data-id=851>
2. Within DobotStudio Pro, connect to the Dobot Magician E6.
3. Navigate to “Application”, click on python, click on open to reveal a dropdown menu and click import project.
4. Locate the GestureLibrary folder and open.
5. If successful you should have the full code as well as the Points.
6. Click Run!

# Demo Link

* <https://www.youtube.com/watch?v=X6x7pCdVA_E>
* Alternate POV - <https://www.youtube.com/watch?v=eHtx7q4AmLM>

# Gesture List

* Stand (Default Pose)
* Wave
* Spin
* Nod
* Shake Hand
* Rock Paper Scissors
* Fist Bump
* Shake Head

# Challenges Faced

My original plan for my gesture library was to implement a voice to text function so that the robot will perform an action based on the given voice prompt. Unfortunately, due to the lack of accessories for the robot I was not able to see this idea come to life. My next idea to give some control to the user was to implement a method that would ask the user for a gesture. But due to the limitations of the DobotStudio Pro IDE I was unable to use the built in python function “Input”, leaving the project to cycle through the gestures with no control from the user. In the future I would love to come back to this project once the Dobot Magician E6 has some accessories so I could see this idea come to life, as well as add more gestures in the future.