

Project Proposal VERSION 2 (Cozmo project)

-Samuel

As the presentation start, Cozmo becomes a disobedient and annoying robot by firstly raising its hands up till 180 degrees. Secondly cozmo will either identifying cube 1 or 2 and proceed to dock onto either cube. Cozmo will then proceed to drop its hands onto the cube and proceeds to move at a certain speed that is fast enough to position the bot vertically upwards which triggers the "If cozmo is lifted" command which causes cozmo to say "OI HELP ME!" or "I GIVE UP" and proceeds to cry with the "say "waaaaaaaaaaaaa"". The presenter will then lift cozmo up and puts him down facing the second cube and cozmo will then lift its hands up and dock onto the other cube. Cozmo eventually puts his hands down onto the cube again and accelerating till it is vertically upwards again and demands for help again till assistance is provided. Upon seeing my face provides a specialised greeting. Upon seeing a face that is not registered cozmox proceeds to roll a cube to show its frustration

-Wei Yu

When the Cozmo sees a human if a human is registered it will say "Good Morning" if not it will say "Intruder Alert!" Cozmo will then predefine cube 1 to pick up. After picking up cube 1 Cozmo will then show "happy" animation and throws cube 1. Cozmo will then look for cube 1 and roll cube 1, Cozmo will then show "party time" animation.

After that Cozmo will look for cube 1 and then Cozmo will stack cube 1 onto cube 2. After stacking the cube and then he will proceed to knock the cube down. I will then rearrange the cube around, Cozmo will then find the cubes and attempt to stack a pyramid, after cozmo failed to stack the pyramid it will feel sad and dissappointed

-Nicole

It will start with the audience choosing a cube to tap in order for cozmo to do different tasks.

When cube 1 is selected (obstacle course),

Cozmo will go through the obstacle course in a zigzag motion. Through the obstacle course, he will face trouble and notice that there is a first block blocking his route so it begins to decide to go through it in a zigzag motion.

When cube 2 is selected (obstacle course),

Cozmo will go through the obstacle course such that it goes around cube 1 and encounters cube 2 and notices that it is blocking his route. In order to overcome this obstacle, it will dock cube 2 and stack it up on cube 1.

When cube 3 is selected (exercise),

Cozmo will go through the obstacle course and once it reaches in front of cube 3, it will attempt to carry the cube however, on its first try it was too hard and so it struggled. However, he tries to lift it up again and gathers up its strength and manages to actually lift it successfully.

-Anson - cosmo will search for the available cubes and if it sees one cube it will say i found a cubeee yaa!! Than would proceed to go to the cube and lift it up afterwards it would spin around like his dancing wif a song playing in the background and than drop the cube and move away from it afterwards then i would say hey cosmoz can u stack the cubes , he would say ok i will stack the cubes then he will proceed to stack the cubes and then he will display a happy animation but then still ruin the pyramid.

-Kai Jie

Cozmo will recognise faces that were pre set into it. And when it recognises them he will play a special actions for each different person.

When a cube is tapped cozmo will pick up that cube, after another cube is tapped he will then take the already picked up cube and stack it ontop of it.