Project Proposal VERSION 3 (Cozmo project)

-Samuel

Cozmos begins to search for a friend or a human to play with by rotating constantly until it sees a face. If it sees the coder's face it will say "Hi Samuel", "Do you want to play?" and proceeds to show its excitement through its actions OR when it recognizes an unknown face it will say "who are you?" and asks "do you want to play" followed by showing its excitement through its actions and requests the human to place him infront of a cube. Cozmos will then proceed to raise his hands up and docks onto either cube 2/3 and lower's its hands onto the cube and proceed to move in order to cause him to fall. As cosmos fall, he will request assistance by either crying or saying "oi help me!" as the human render assistance, cosmos will then proceed to repeat its action with different sayings such as "have I been here before". The second time the human raises cosmos, it starts to get agitated and demands to be put down or place down on the floor. Cosmos shows its frustration through its actions after saying "I am angry". Cosmos will then raise its hands and proceed to dock onto either cube 2/3 and flip or roll the cube backwards 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 (stacking),

Cozmo will start by stacking cube 2 on top of cube 1. Cube 3 will then be placed beside those cubes and cozmo will attempt to transfer the top cube (cube 2) over to the top of cube 3.

When cube 3 is selected (exercise),

Cozmo will exercise with one cube lifting it up and down, it will find it too easy of a challenge hence asks for a bigger challenge. 2 cubes - Cube 1 and Cube 2 (stacked on top of each other) are then placed before cozmo, it will attempt to lift it however fails to do so and asks for food to have the energy to. Audience will feed him with cube 3 and gather all the strength to attempt to lift the 2 cubes again. It tries its best to lift it up in the end.

-Anson - cosmo will search for the available cubes and if it sees one cube it will say i found a cubeee ! Than would proceed to go to the cube and lift it up afterwards it would spin around like his dancing with 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 and say whoops

-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.

Cozmo will play a game where the users have to tap on the cube shown on cozmo before it switches this goes on for 3 rounds however if the player chooses wrong cozmo will become disappointed and play a sad animation.