

Project Proposal (Cozmo project)

Samuel Bryant Handoko:

Idea 1 – 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”” command and makes a facial expression of “>-<”. 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.

Idea 2 – Cozmo recognises each member’s faces and receives a special greeting each such as “Good morning!” or “What’s up?” or even butchering the chinese language by “inputting” “zao an” as a greeting. Afterwards cozmo will proceed to lower his head and proceed to turn and identify either cube 1 or 2 and proceed to dock on it and raises it up to 180 degrees and “measuring” it by saying “it is roughly 500grams”. (1) Drops it and reverse and turns until it finds the other “undocked” cube and docks itself onto it and lift it up and proceed to “measure” and identify and say “It is so heavy!”, drops it and reverse itself and proceed to turn aimlessly forever while crying with the “say “waaaaaaaaaaaaa”” command. **OR** (2) proceeds to dock itself onto the other cube and carries it and “measure” the cube saying “it is roughly 1kg” and puts it down and reverse and raises it’s head to identify the presenter’s face. Upon confirmation of identification, music programmed onto the line of codes will be triggered and played and cozmo will be “dancing” while saying “yeyyyyyy” “excitedly”.

Nicole:

IDEA 1 - begins by asking a person to choose between two cubes by tapping on it, and depending on which cube was tapped , it showcases different ways on how cosmo finishes the obstacle course . when cube 1 is tapped , cosmo will finish the obstacle course by clearing the way by removing the cubes out of its way. conversely , when cube 2 is tapped, cosmo will finish the obstacle course by stacking one cube on the other to clear its way. in both obstacle courses , it detects that there is a cube in-front of it hence not being able to go through then proceeding to their respective actions and routes.

IDEA 2 - allows cosmo to exercise by lifting a cube. on its first try to exercise, cosmo tries to lift the cube but finds it too heavy and so struggles but after awhile , it manages to lift the cube properly to its full extent and after doing so expressing its excitement and happiness.

Kai jie

Idea 1: upon seeing a specific individuals face, cozmo will react to it by greeting said individual with a pre set message and will do so continuously.

Idea 2 - upon tapping on a cube cozmo will then take the other cubes and stack them onto said cube to form a pillar of sorts

Anson

Idea 1- 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

Idea 2- tap one of the available cube cosmo will gasp and say how dare you touch my cube than would act like he is angry and rush to take his cube