

Logicblocks by Techlignce Robotics Task Sheet

Teachable Machine Extension

March 20, 2024

Important All the **underlined** text are **links**, which might not be visible based on your application, so do not forget to click any underlined text throughout the document and make sure to follow the coding standards given in the [file](#).

Add a New Extension

Develop a new extension that enhances the platform's capabilities for creating teachable games and animations. The extension should introduce new blocks that allow users to incorporate advanced functionalities into their projects. This should enable users to incorporate machine learning models directly within the environment. Create a new extension and name it 'Teachable Machine'.

Define Blocks

Design the blocks accordingly, including inputs, outputs, and any necessary parameters. Write the code logic behind each block to implement the desired functionality. This may involve integrating libraries related to machine learning, etc. Ensure that each block performs its intended action accurately and efficiently. Refer [here](#)

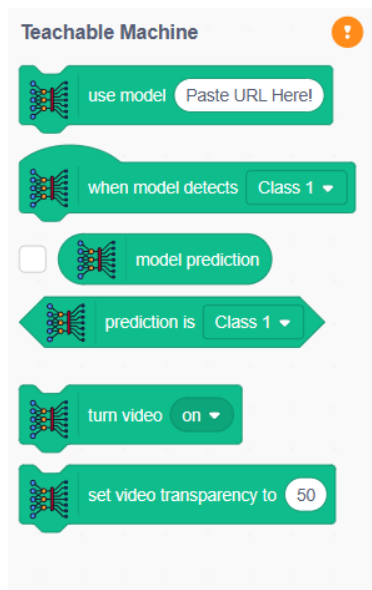


Figure 1: Reference of Teachable Machine extension from <https://playground.raise.mit.edu/create/>

Test Extension

Test the extension within your development environment to ensure it functions as expected. Verify that each block behaves correctly and produces the desired outcome.

Motive

By developing the Teachable Machine extension, you will empower users of all ages and skill levels to explore the exciting world of machine learning and create interactive projects that respond intelligently to their inputs and surroundings.

Documentation

Please document all of the above in a document and include it as a part of your submission.