Your name: Emily Charles

Robot name: Boba

Your group members: Emily Ertle, Maddie Brower, Nanxi Liu

One-sentence description of your design:
Robot detects human being sad and does tricks to cheer them up

What the group liked about this design:
Cute, doglike affect, liked that robot didn't speak, liked that robot made some mistakes, gesture and pointing seemed very natural.

Suggestions from the group for improving the idea of your design OR one thing you learned from someone else's design that you could use for future assignments:
It would be nice to animate the matrix animations more to see more expressiveness from the robot.

Suggestions from your group on improving the code you wrote OR one thing you learned from someone else's code that you could use for future assignments:

Emily Ertle had a way of doing speech recognition and sphero commands in a way that didn't involve coroutines. I want to look into the library that she used to

see if it's possible to get the listen/watch/move behavior I want without the complexity of running three asyncio tasks at once.

One change you would like to make or thing you would have done differently about this assignment:

I really need to learn how to write a behavior tree. I tried to implement this as a state machine and it got really messy really quickly and I had to change the concept to accommodate.

Special question (see Canvas assignment):
How well did the robot interaction match the acted interaction? Describe at least one difference and one similarity

I described a call and response between the robot and the human. In the acted interaction, the robot initiated the call and response and in the demo the human did.

The beats of the interaction were really pretty similar. There was an inquisitive look by the robot, deciding what to do, actually doing the thing, and being happy at the end.