Cozmo Bugs

* Voice does it twice - timing problem
* Add animations when the scores are given
  + Fix when it moves position
* If the robot in optimal but cube is less than 350 it will tip it
  + If 350 > than the dist, change the robot movement
* if the facial expression is unknown then don't say it
* don't look for the expression if the robot is too close
* recursion doesn't work, but the code if rough but working now
* Decide when the cube is too far too close and then carry out a specific action
  + If the robot too close to the cube then it doesnt detect it
* Give the voice recog more than 1 loop

How to improve

* When doing the movement, pass in the distance from the cube as a param

and move accordingly

* If the robot is too close to the cube, then move backward / detect if the lift is hitting the cube
* maybe make a UI so user can see what is being recognized