RoboCup @Home Education Standard Platform

Team: SeaSky

Napatsakorn Smithmaitrie (Leader)

Smithi Smithmaitrie (Member)

Pruittikorn Smithmaitrie (Mentor)

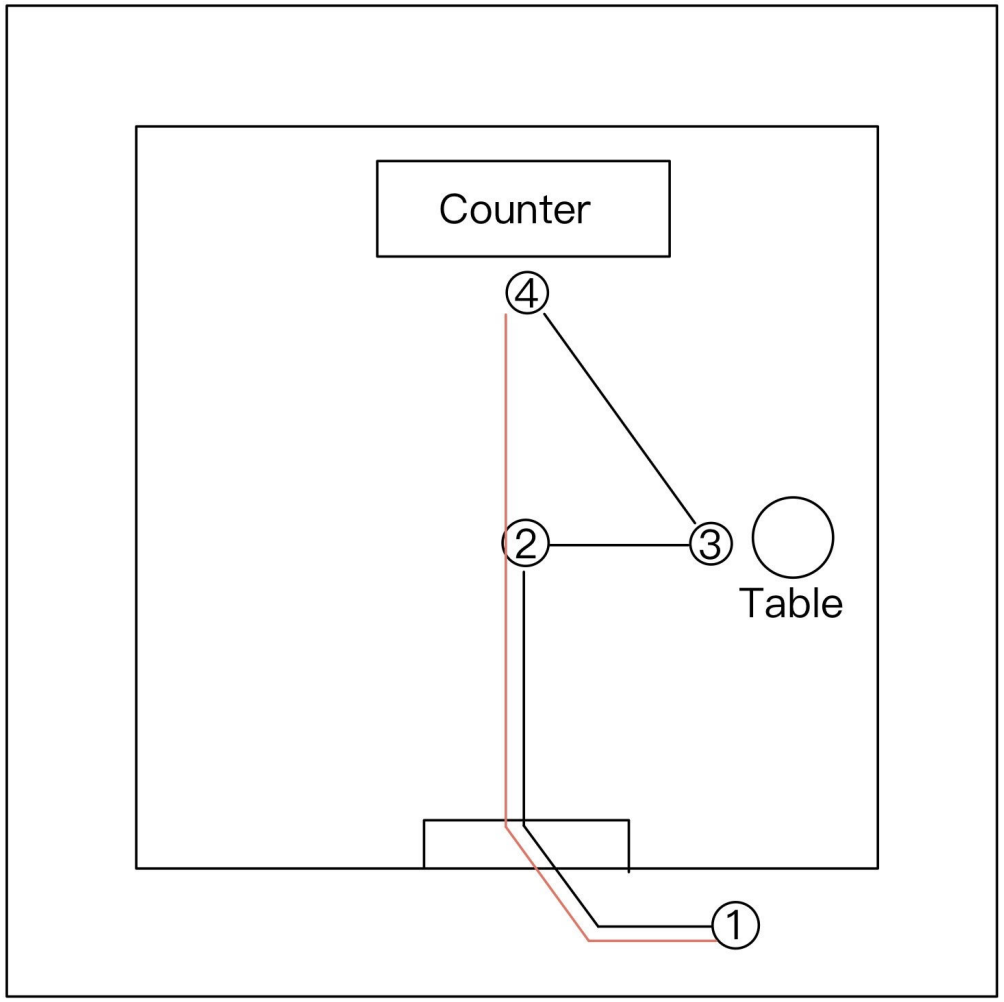
Task: Receptionist

To take care the customer by finding the seat and taking the order. Then, go to tell John (the owner) about the customer's information and order.

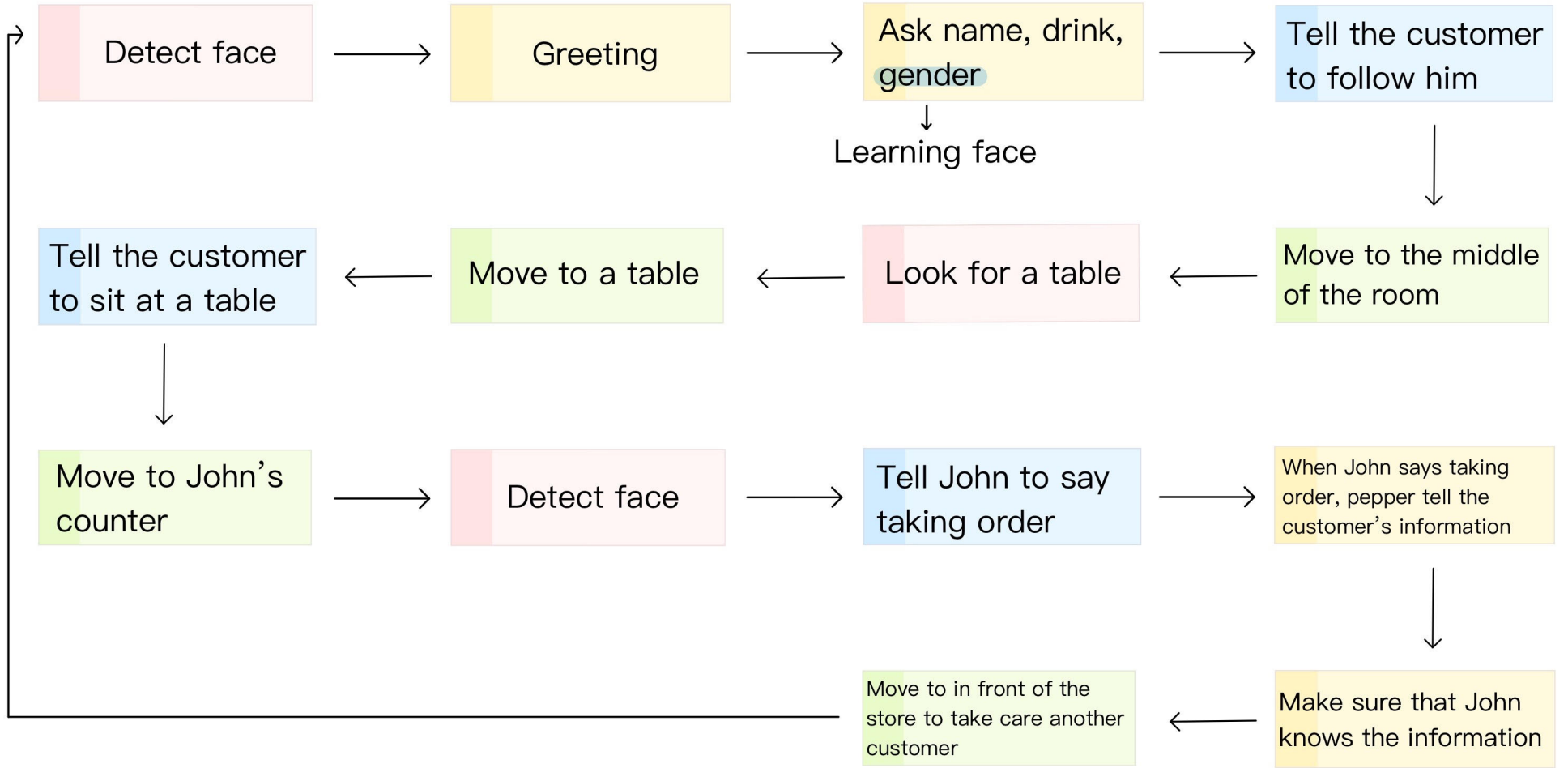
Source code: Github

https://github.com/fahnapatsakorn/QualifyRoboCup2022.git

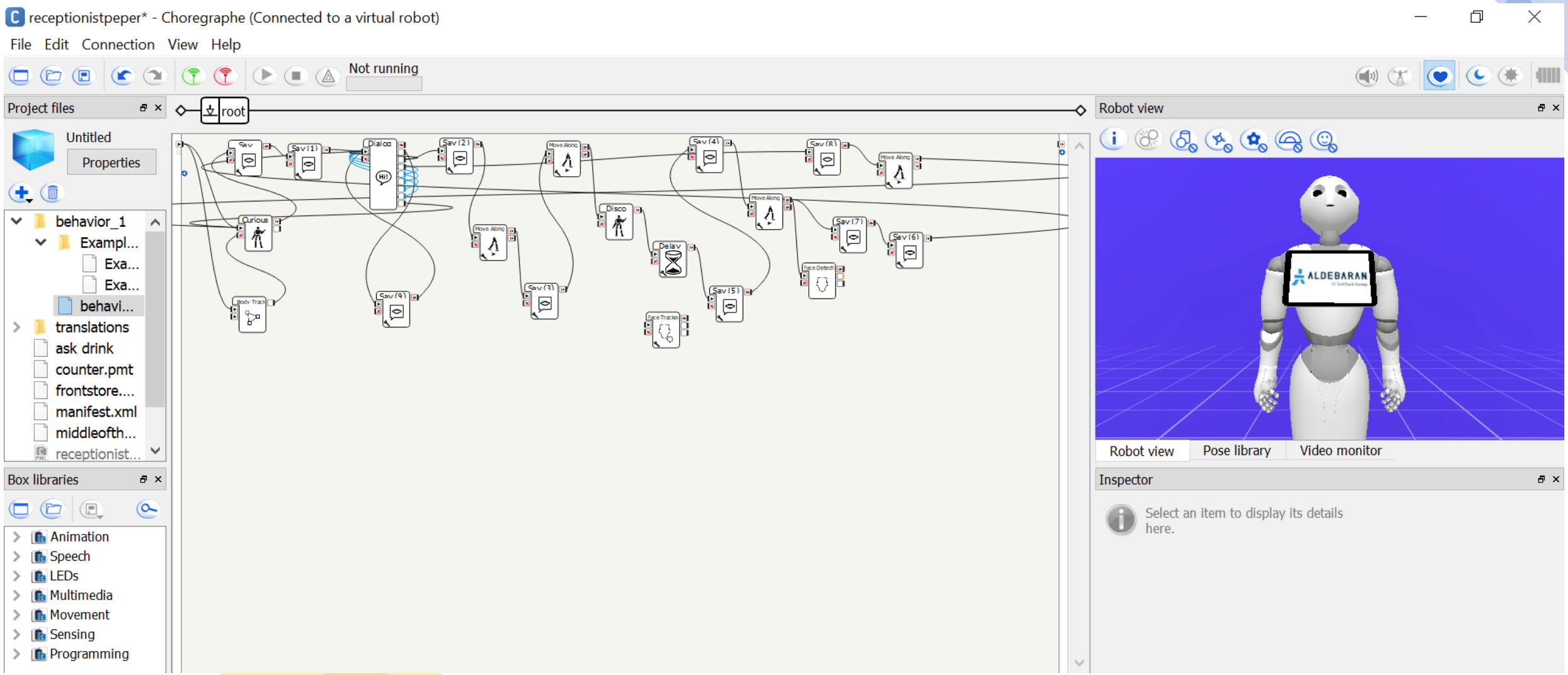
Map



Flowchart

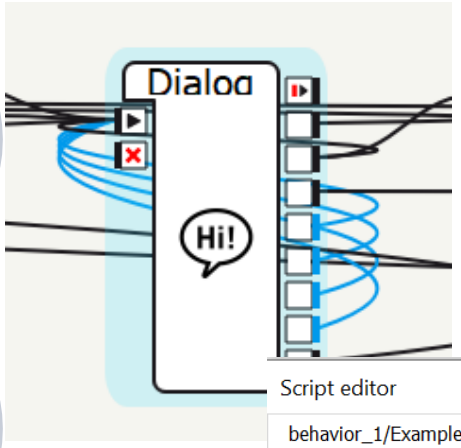

Detect face
Greeting
Ask name, drink, gender
Learning face
Tell the customer to follow him
Move to the middle of the room
Look for a table
Move to a table
Tell the customer to sit at a table
Move to John's counter
Detect face
Tell John to say taking order
When John says taking order, pepper tell the customer's information
Make sure that John knows the information
Move to in front of the store to take care another customer
= Vision
= Dialog
= Say
= Move

Choregraphe



Dialog box

- This box is used to talk with people and make a dialog by a given .top file.
- The robot can execute other activities or do something when people say the keywords.
- In this situation, we use the dialog box to talk with customers, ask for the information, answer yes/no questions and activate the move and say box.



Script editor

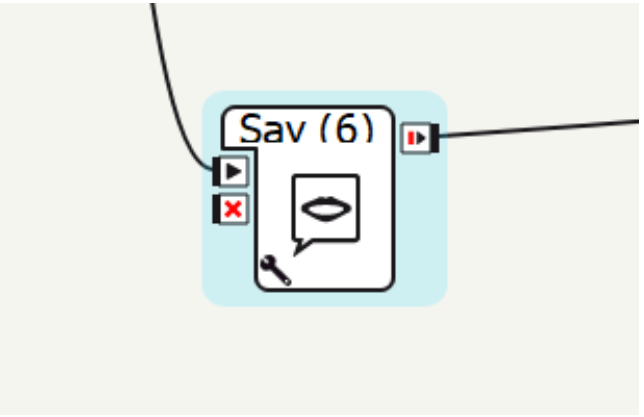
behavior_1/ExampleDialog/ExampleDialog_enu.top

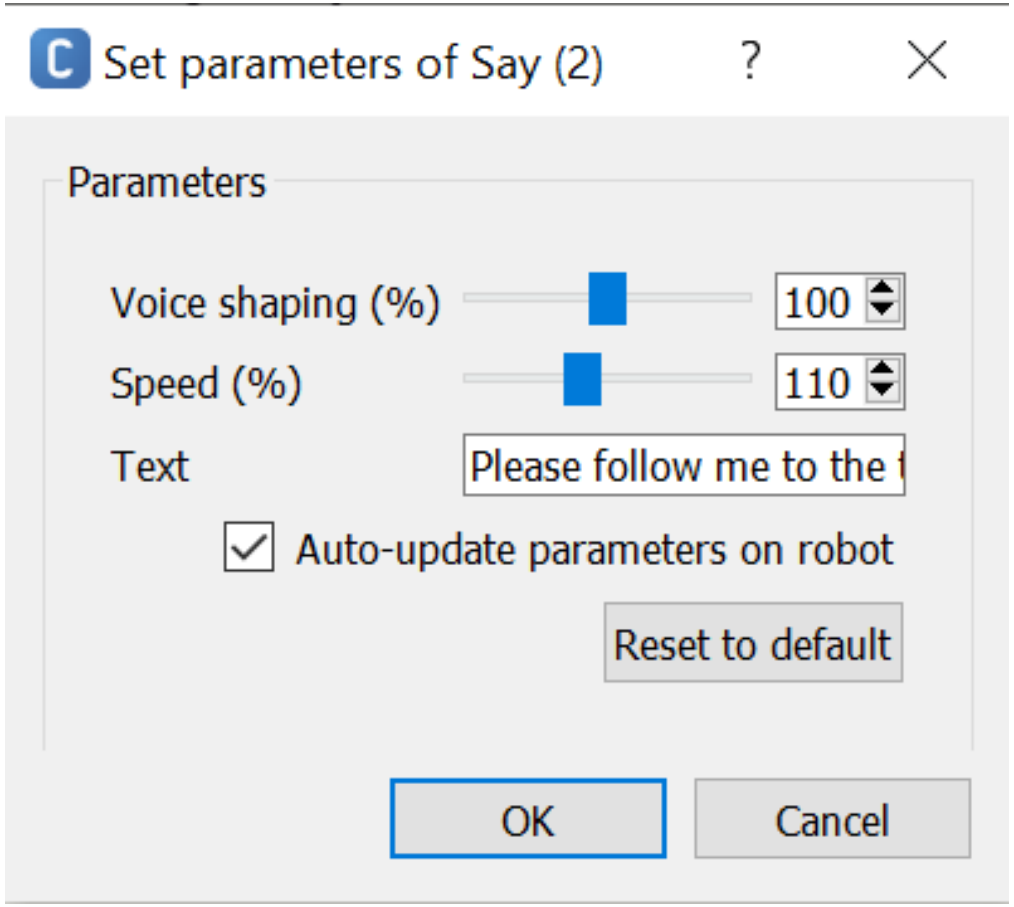
```
10 concept:(repeat) [repeat understand]
11 concept:(thx) ["thank you" thanks gracias "much obliged" merci]
12 concept:(hello) [hello hi hey "good morning" greetings]
13 concept:(bye) [goodbye "see you agian" "have a nice day"]
14 concept:(drink) [coke water coffee tea milktea milk latae amaricano]
15
16 u:(~hello) ~hello, Do you want some drinks?
17    # u2:(~yes) Good!, What's your name? $playAGame=1
18     u1:(~yes) I am going to take your order. What would you like to drink?
19         u2:({"I want some" "I want"} _["coke" "water" "juice"]) Good
   choice, I will remember it and you want some $1 $drink = $1 . What's your
   name?
20             u3:({"My name is" "My name's"} _["Tom" "Jimmy" "Bill"]) Great,
   I remembered your name is $1 $name = $1 . What's your gender?
21                 u4:({"I'm" "I am" "a"} _["man" "woman" "male" "female"]) OK
   thanks, you are $1 $gender = $1 . Finish! I have got your order. $overdi=1
22     u1:(~no) Nevermind have a nice day,~bye $no=1
23
24 #u:(~drink) good choice! $overdi=1
25 u:("Taking order") The customer is a $gender name $name wants $drink Do you
   get the order information?
26     u1:(~yes) Okay $saything=1
27     u1:(~no) The customer is a $gender name $name wants $drink .  Do you
   get it?
28         u2:(~yes) Alright $saything=1
29         u2:(~no) The customer is a $gender name $name wants $drink BYE
   $saything=1
30 #u:(My name is _["Tom" "Jimmy" "Bill"]) great, I remembered your name is $1
   $name = $1
31 #u:(I am  ["10" "20" "30" "40"] year old) alright, your age is $1 $age
```

Ln 1 Find

Say box

- This box is used by the robot to speak words according to the written input.
- In this situation, we use the say box to tell what Pepper are going to do, for examples
  - "I'm looking for the table",
  - "I'm going to take care another customer".





Move Along box

- The robot moves along a trajectory given by an attached .pmt file.
- The robot walks on the floor. We have to create the part to the target by creating the planar move file, so that the robot can move to the targets.
- In this situation, the robot moves from in front of the store to the middle of the room and to the owner's counter.