State Machine.

State 1. Robot

1. “Cozmo explains the goal (stack one cube on top of the other”
2. Map creation
3. Face detection
4. Move towards the person (Look for person)
5. EXPLAIN GAME

* Go to state 2.

State 2. USER.

1. Robot says: “show me the cards”
2. Read wxecution cards.
3. Time.out 🡪 Robot says “your time is over”
   1. Go to state 3.

State 3. Robot + user

1. Robot says: “show the execution card”
2. Wait for execution card

If executioncard.read = true 🡪 go to State 4

For 2 times:

If excard.red = false 🡪 Robot looks at person and talks (try again end card)

After 2 times = false. 🡪 Robot says try again. Go back State 2.1.

State 4. COZMO

1. Cozmo executes the actions defined in State 2.

State 5. COZMO

1. Cozmo evaluates if successful.
   1. Cozmo goes towards person (look at person)
   2. Cozmo generates another map.
   3. Check if 2 cubes are there or not.
   4. If successful, cozmo congratulates user
      1. If not successful 🡪 Cozmo says: “You’re a looser. I am going to explain you how to play again”-

Go to State 1.

(a second possibility)

1. User evaluates if successful. (either tapping a cube or showing a card)
   1. Cozmo goes towards person (look at person)
   2. Cozmo asks: “do you think you succeeded?”
   3. User shows card… time out… check if Cozmo has been shown a card (try again if not)…success: say congratulations. If not success: state 1.