Your name:
Phi Bui

Robot name:
Sphero

Your group members:
Adrien, Jessie, Prithvi, Raed

One-sentence description of your design:
My robot friend is waiting for me to arrive at a scary location.

What the group liked about this design:
They liked that I used more than the Javascript IDE (Python + OpenCV)

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:
Adrien turned the Sphero into an user interface, using its heading to determine an action and its location (in or outside of the charging port) + light sensor to run actions. It was a super cool way to physically touch the Sphero and use it. I think it had more impact on the user because it was like an analog toy over a purely digital interface.

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:
Raed's simulation of user inputs is much more efficient for testing and repeated trials than user input. I would try and incorporate a testing suite for the next project.

One change you would like to make or thing you would have done differently about this assignment:
Add more tactile user interaction, like Adrien's. While I had experimented with onCollision (to no avail) I believe integrating the light sensor and directional systems that Adrien did would be a super neat and enjoyable addition to the code.

Special Question:
5% chance for detection to fail.
Codewise it is not too bad to add the node since it is object-oriented, but conceptually it is difficult due to the tools in the Finite State Machine toolbox (adding a new arrow to every state that leads to a “Failed Detection” State).