Team 19

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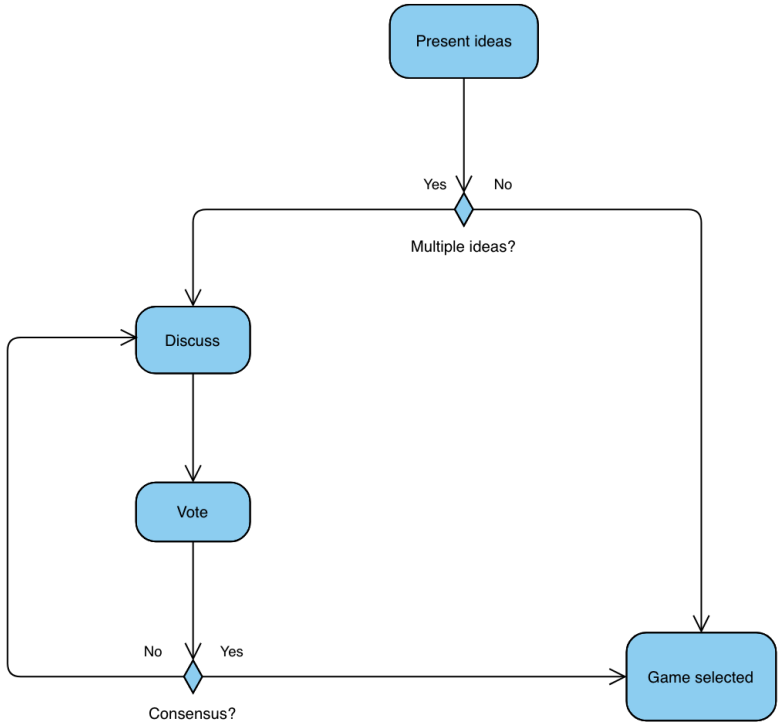
Sprint 1 Requirements Artifacts

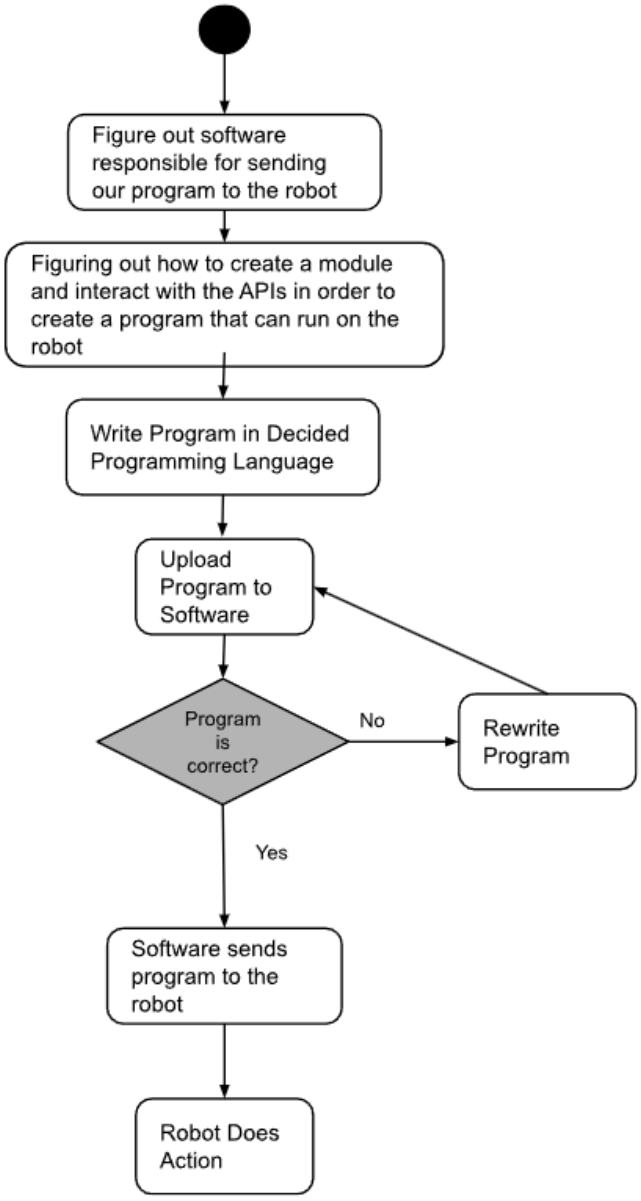
Requirements artifact for Decide what game we want the robot to play (ID 9):



Requirement Artifact for Learn how to program the robot and make it execute simple instructions:

This requirement entails our team learning the process required for us to write a program that is intended to outline the behavior of the Nao robot, find and properly understand the software that is designed to upload that program to the Nao robot, and finally have the Nao robot actually execute the action that we have outlined in the program. All of this resulting in a structured process/plan for creating programs and uploading them to the Nao robot to have it execute an action or behavior by making use of the pre-existing Python and C++ SDKs designed for these robots.

We will initially have the robot do small tasks like sitting, standing, moving arms randomly, etc. in order to verify that this process is working before moving on to more advanced tasks later on in the project.



List of Requirements for ID8:

- What is the typical use case for these Nao robots? (What industries are they used in, is it mostly for academic use, etc)
- What are the runtime resources we can expect? (Do we need to worry about memory/time efficiency, what happens if there is a segmentation fault, memory protections)
- How do the internal logic processors interact with our code? (We know the robot has basic functions, how can those help or hurt our own user created interactions)

- What interactions is it possible for the robot to do? (Can we even have it pick up game pieces, does it listen for user commands, how does it know what people say or where they are, where are the cameras located in the robot and how do we access pictures taken by the cameras)
- How can we make the robot speak, do we just give it words? (Is it an internal process we can just call as a method or do we have to do speech manually)

Requirements artifact for ID 19: