

Webots for NAO

http://doc.aldebaran.com/1-14/software/webots/webots_index.html#webots4nao

- software that allows us to simulate a virtual robot in a physical environment
- could be useful for figuring out how the robot determines its location and rotation angles
- http://doc.aldebaran.com/1-14/ref/simulator_sdk.html Also worth looking at might be more work than we would want to do though because this is mostly for creating a simulation ourselves

Image Processing Software for NAO

- Could not find any software dedicated for image processing for NAO
- luckily there are already inbuilt APIs that are dedicated to things like determining robot angle relative to a reference and some image processing stuff
- <https://ieeexplore.ieee.org/document/8247303> could be worth looking into not sure if we would be able to copy their methods though just for reference mostly
- There were some video tutorials about image processing but none of them were using any external software

Examples of other games/projects with NAO

-https://www.youtube.com/watch?v=_0Dh0V_dilE UNO

-<https://www.frontiersin.org/journals/robotics-and-ai/articles/10.3389/frobt.2022.834021/full> Maze Pathfinding

<https://www.youtube.com/watch?v=VXAq6-FZyvs> POKER

<https://www.youtube.com/watch?v=p1ITwOEZAdA> Tic-Tac-Toe