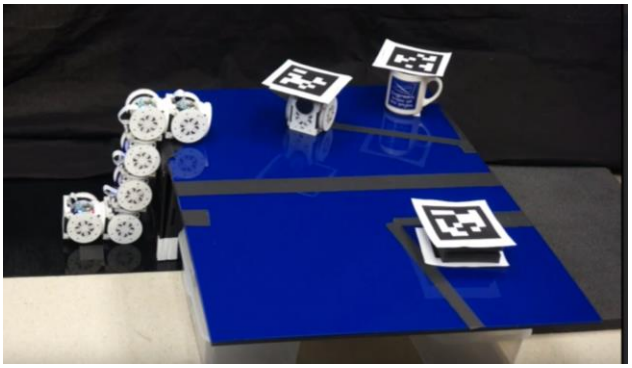
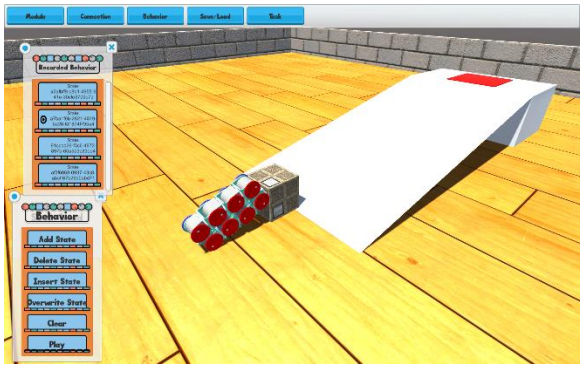
Design and implement modular robot tasks in VSPARC

Do you like robots? Do you like to help make a computer game that programs robots? If you do, join us on the development of VSPARC. VSPARC stands for Verification, Simulation, Programming And Robot Construction. It is a game like toolbox made with Unity3d Engine. Users can design configurations and behaviors for our modular robot system. In addition, VSPARC also allows users to save and share their designs online. In order to encourage users to create robot behaviors with various abilities, we need to come up with different robot tasks frequently. Thus, we are looking for a student with experience with Unity3D Engine to help us design and implement robot tasks in VSPARC throughout the semester. In addition, the student is also encouraged to improve user experience of VSPARC by modifying the graphical interface, adding new features, and simplifying the design flow. For more information about the tool, please visit vsparc.org





Prerequisite: Experience with the Unity3D Engine

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Course number: CS4999/CS5999/ MAE4900/MAE6900
Credits: 3-4

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