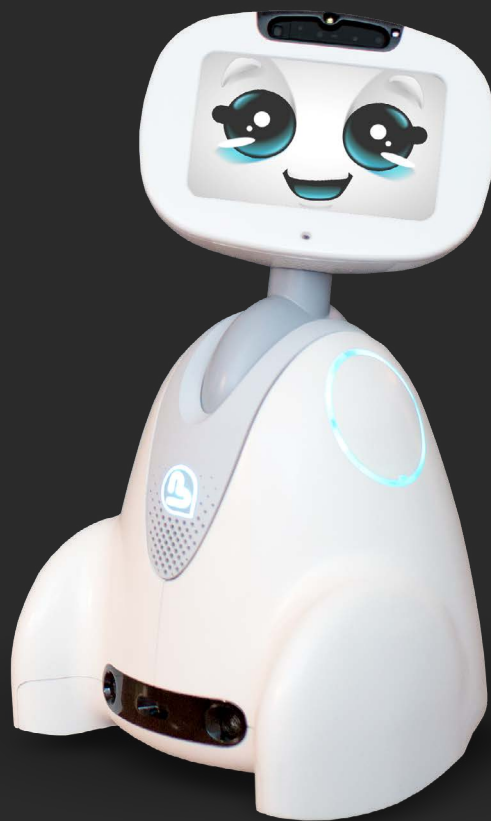


# Jeu de Geste

User Guide V1.00



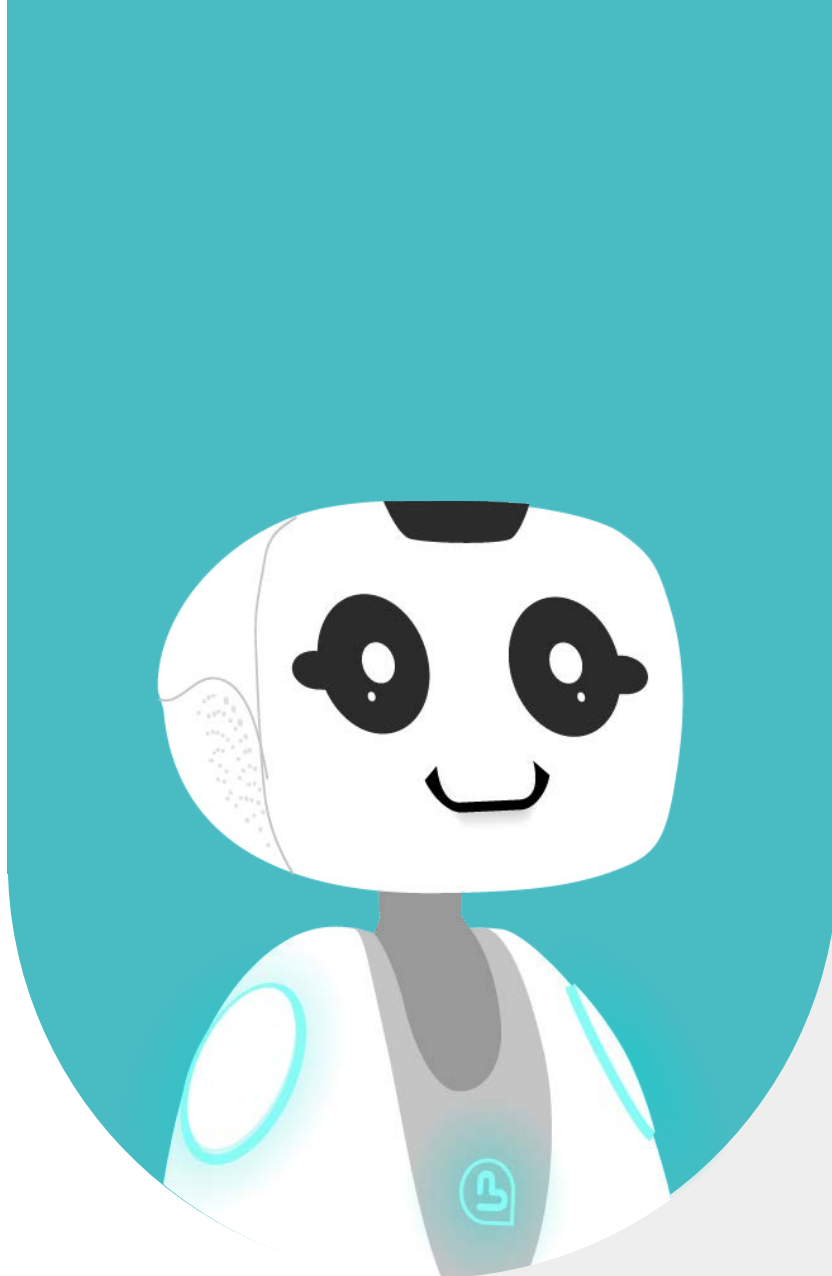
**Buddy**<sup>®</sup>  
*The Emotional Robot*



# 1 - SUMMARY

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## 2 - ABOUT

## 2.1 - PREREQUISITES

Jeu de Geste is an application that uses augmented reality technology. It is a motor-skill game. The robot detects the presence of a user in front of its camera and tracks their movements. The user's goal is to pop the colored bubbles that appear on the robot's screen.

## 2.2 - USAGES

The user sees their reflection on the robot's screen. Colored bubbles appear on the screen, and the user must move their arms and hands through the air to pop the bubbles without touching the robot's screen. This application helps develop lateralization and motor skills, as well as color recognition.





## 3 - THE GAME

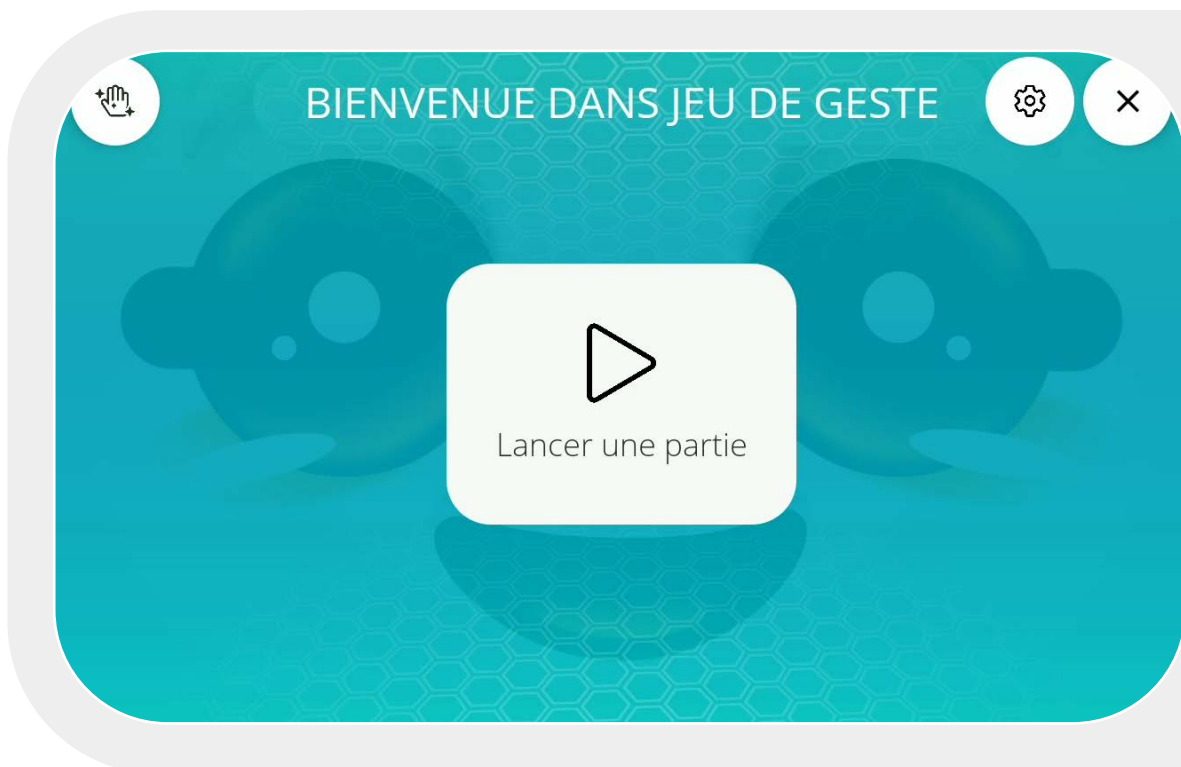
## 3.1 - HOME

When you launch the application:

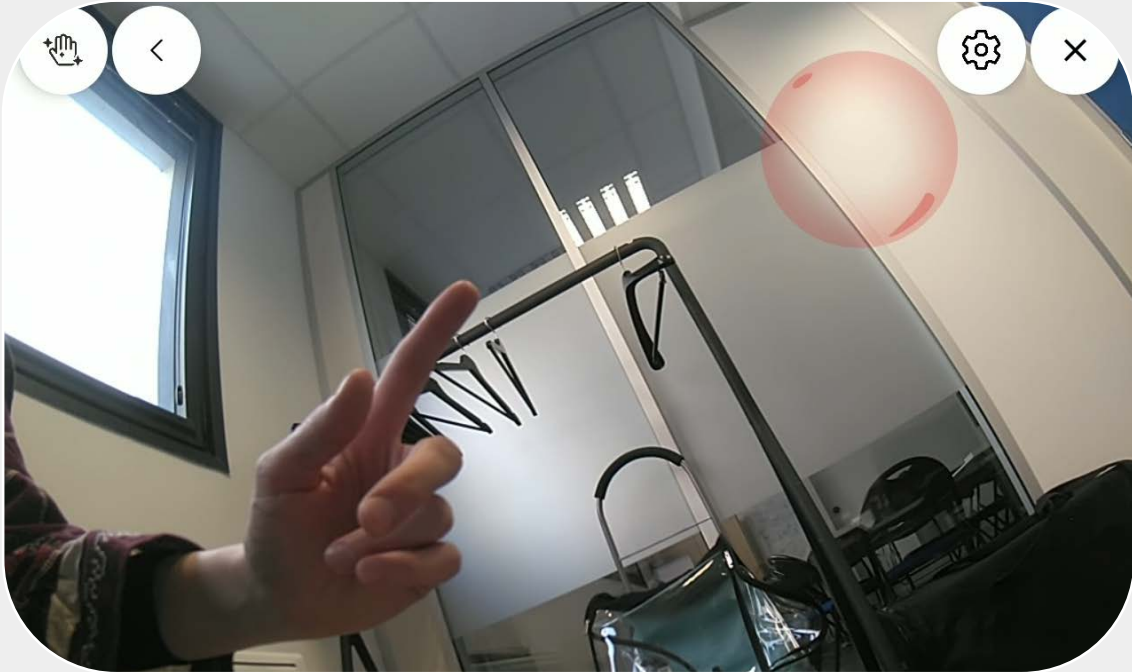
Open the settings page to configure your game settings.



Or start a game by clicking the «Start a Game» button.



## 3.2 - PLAY



To play and score as many points as possible, simply pop the colored bubbles displayed on Buddy using augmented reality, without touching the robot's screen.

Augmented reality is a technology that overlays interactive virtual elements (in this case, bubbles) onto the user's real-world environment in real time, while allowing them to interact with those elements naturally here, by popping digital bubbles with their hands without making physical contact with the screen.

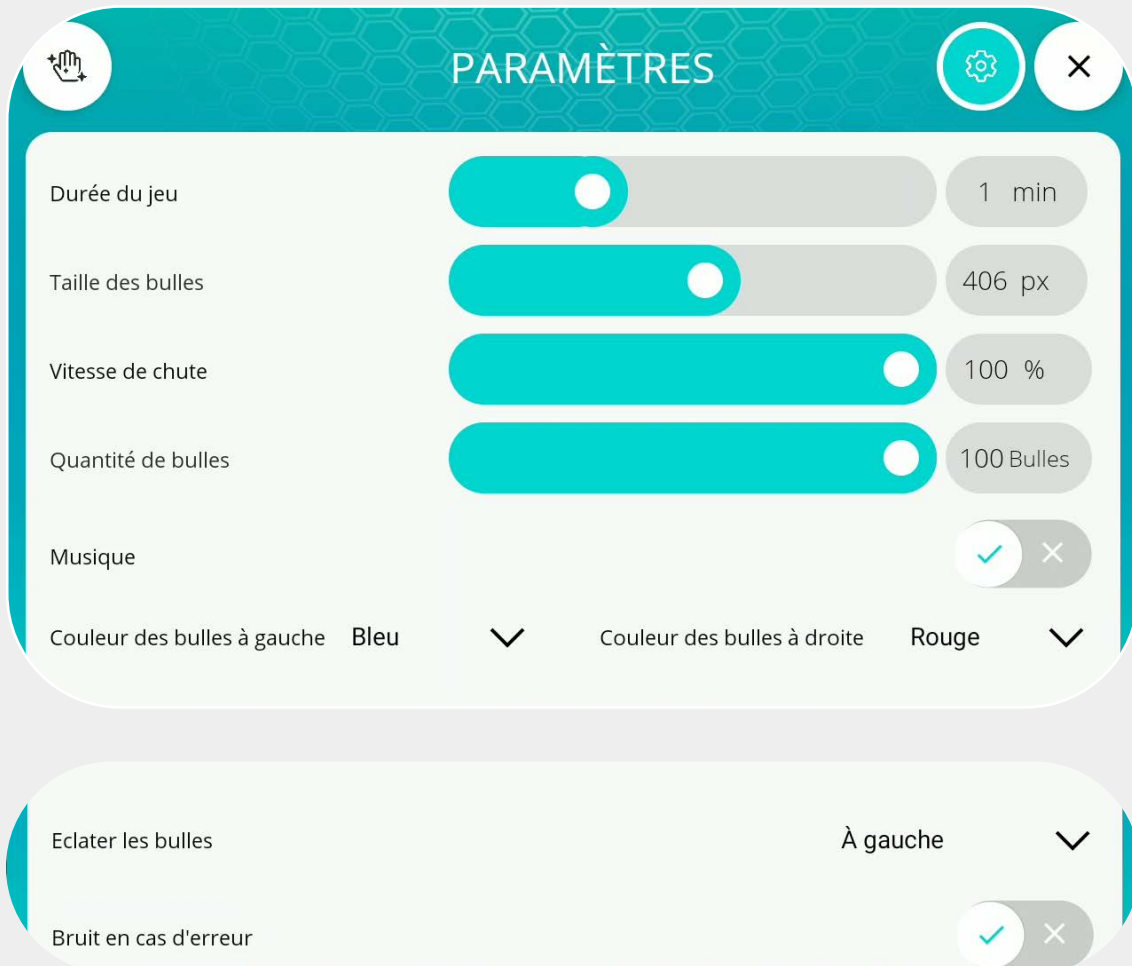
Depending on the game settings, you must pop:

- Either all bubbles
- Or bubbles of a specific color
- Or bubbles located to the right/left of the robot's screen

At the end of the game, Buddy asks for your first name to save your score. You must respond using a voice command. If you do not provide your first name, Buddy assigns you a nickname.



### 3.3 - SETTINGS



- Game duration: set the game duration using the slider (30 seconds – 5 minutes)
- Bubble size: set the display size of the bubbles (300 px – 500 px)
- Falling speed: set the falling speed of the bubbles (20% – 100%)
- Bubble quantity: set the number of bubbles released during a game (30 – 100)
- Music: enable/disable music
- Popping area: define the screen area where bubbles should be popped (left/right/both) popping a bubble outside this area results in a point penalty.
- Error sound: enable/disable error sound



## 4 - CONTACT US



## 4.1 - CONTACT INFORMATIONS

If you wish to contact us for further information, please refer to the following addresses.

Support  
[service-client@buddytherobot.com](mailto:service-client@buddytherobot.com)

Common informations  
[info@bluefrogrobotics.com](mailto:info@bluefrogrobotics.com)