

ENELISH

Forward and Back Commands

step/move/drive forward/backward (quickly/slowly) freeze

Turn Commands

turn/rotate/spin left/right (quickly/slowly)

Gripper Commands

raise/lower the gripper/hand (quickly/slowly) open/close the gripper/hand grab/release the X

Sounds

bleep/bloop/ching/chong/bing/bong/plink/plunk tweet/squawk/cluck/warble/crash/thump/toot/honk pause

Object Properties Identified by Vision

red/orange/yellow/green/blue/purple/black/gray/white big/small/wide/narrow

Reactions Based on Vision

If you see X, then Y

(If you see a wide red thing, then spin clockwise)

If you see X, then say Y

(If you see a bear, then say get me out of here)

Use "and" to perform in parallel:

Step forward quickly and beep, Robby

Use "then" to perform as a sequence:

Please turn left then honk

Use "to" for naming multiple actions

To X, Y then Z

(To cha-cha, step forward quickly then step backward quickly)

To X, Y and Z then W and V

(To slide, drive forward and toot then move backward and honk)

Example Dialog

To dance, raise the gripper then spin left
To sing, bleep then bloop
Dance and sing

Elaborate Reaction

To waltz, turn left turn right then turn left
To tango, turn right step forward step backward then turn left
To swing, step forward turn right turn left then step backward
To riff, thump thump thump then crash
To dance, waltz and riff then tango and riff then swing and riff
If you see a yellow thing dance