# Structure of “script.json”

{

contains a list of tuple:

* **name** is the name of the character
* **color** is the color of its dress
* **frequency range** is the frequency range of the voice of the actor

characters: [(*name*,*color,frequency range*)]

contains all the scenes in the act

* **number**indicates the number of the act

act:*number*:{

contains all the sections of the scene

* **number**indicates the number of the scene

scene:*number*:{

contains the action the robot must perform

* **number**indicates the number of the section

section:*number*{

Indicates when the section must be started

* **trigger type** indicates the type of trigger:
  + **after\_actor** the section must start after the last word of the actor
  + **after\_precedent** the section starts immediately after the precedent has finished
  + **after\_command** the section starts after receiving an external command
* **trigger data** contains data basing on the trigger type:
  + **name of the actor**
  + **“ “** empty string for *after\_precedent*
  + **“ “** empty string for *after\_command*

trigger:[*trigger type, trigger data*]

Contains all actions the robot must perform in this section, if an action type is not present it must not be performed

actions:{

The robot must move to a certain position

* **location type** indicates the type of location
  + **actor** the robot must move in front of an actor
  + *position* the robot must move to a certain position in the stage and a certain orientation
* **location data** indicates the data for the location type
  + **actor name** if the robot must move in front of an actor
  + **position,orientation** if the robot must move to a certain position or orientation
    - **position** can be UR,UC,UL,R,C,L,DR,DC,DL
    - **orientation** can be N,NE,E,SE,S,SW,W,NW

move\_to[location type, location data]

The robot must move the body parts listed, body part can be different basing on the type of robot, in this case:

* **bust**
* **arms**

move\_arts[body\_part]

The robot must say the play

* **play** is the entire phrase the robot must say

speak[play]

Indicates the values of the actual emotionsof the robot,

* **emotion** can be:
  + fear
  + happiness
  + sadness
  + curiosity
  + anger
  + disbelief
  + disgust
  + neutral
  + embarassement
* **value** must be between 0 and 1

emotion:[(*emotion,value*)]

# Structure of “character.json”

For every emotion indicates the weight to be applied to the fuzzy rules

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emotionWeights:[(emotion,weight)]

For every movable part indicates the type of movement the part must do (the speed, the amplitude…)