

# Compiler Project Proposal

## The Robot:

- The idea is to make a robot and give it some orders with specific language to be executed such as moving in any direction, jumping ,etc..

## Input Sample for accepted string:

- To enter the scale of the ground `Ground(X,Y)`
- To create a robot `CreateRobot(PosX, PosY)`
- To order the robot to move we use enter `Move(direction, speed, numberOfSteps)`

## Input Sample for rejected string:

- `Move{direction, speed, numberOfSteps}`
- `Move( speed, direction, numberOfSteps)`

## Implementation:

- Implement hand coded Scanner and Parser for this language
- Create the following:
  - o UI to give the input
  - o The robot
  - o Suitable environment for the robot to execute orders entered as input

## What we'll use to create the project:

- Project Programming Language C#
- Game Engine Unity3d Engine

## Project Members:

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