Command-my-entity

This project is an attempt to enable people with hand disability to play pc games by issuing voice commands to the computer.

The following table describes the processes

Functionality:

1. Infrastructure
   1. entities.json
   2. items-entities.json
   3. Screen items.folder
   4. Actions.json
   5. Screen item - categories - json

1. Screen scan for Item Category
   1. Loop through images
      1. Scan for screen item
      2. Relate screen item to Entity
      3. Add entity to dictionary
   2. Display found entities

1. Issue voice command
   1. Listen to mic
   2. Process voice text
   3. Split voice text into (action, entity) command

1. Execute command
   1. Find command in Actions-Entities dictionary
   2. Execute command
   3. Issue a scan screen for options if action was options

To add an item:

* Add it in folder
* Add it in items-entities
* Add it in entities

1. Introduce the screen concept
   1. A screen is a dictionary with key a folder name, it has sub-dictionaries for values which are screen attributes:
      1. Id: =the name of the identifying image in the folder. If this is found, we are in this screen
   2. The folder will contain all images to be scanned in the screen
2. Make a structure where an action-entity will be related to other actions or action-entities
   1. select quit game🡪 stop listening
   2. options station 1 🡪 scan screen - Space, scan screen - Station options
3. make scan screen <screen key> an application action.
4. Make speech corrections into a dictionary?