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. Make a structure where an action-entity will be related to other action or action-entity
   1. ex: select quit game🡪 stop listening
2. make scan an application action