

ALEx User Manual

ALEx (the pink being with eyes, antlers, and a backpack of infinite capacity) is in a grid world with objects of various shapes and colors. Each grid square can contain at most one object. You can command ALEx to manipulate this world.

Instructions

Compile and run ALEx in terminal:

```
javac *.java  
java ALExGUI
```

The left column in the window displays the contents of ALEx's backpack where ALEx stores the items it has already picked up. You can type your commands in the input field at the bottom of the window, then press enter or click GO to submit your command. (If you would like to see suggestions for possible commands, click HELP.) If ALEx thinks your command is too vague, it will ask a clarifying question.

Reference

List of colors: red, orange, yellow, green, blue, light blue, purple, pink, brown, gray/grey, black

List of shapes: circle, moon/crescent, square, star, triangle

Possible commands

(Feel free to play around with these basic commands and try out different ones.)

Moving around

- "Find the green moon."
- "Move to 0 0 then move right"
- "Walk to 10 10 and drop item"
- "Move 10 squares south"
- "Move to a blue thing"
- "Move north"

Picking up objects

- "Pick up the blue square"
- "Do not pick up anything"
- "Pick up all the moons"
- "Pick up every moon"
- "Pick up each moon"
- "Pick up all the blue things"
- "Pick up all the gray stars"
- "YEAH! Let's pick up everything!!!!!!!!!"

Putting down objects

- “Drop at 0 0”
- “Drop the pink star at 10 10”
- “Put down a moon”
- “Put down a red object”

Compound commands

- “Pick up the red star and put it down at 0 0”
- “Pick up the red star and circle”
- “Pick up the green star and crescent but not the purple circle”

Things ALEx does not understand yet

- “Go the nearest pink circle”
- “Get the green triangle on your left”
- “Pick up all round objects” (associations between objects)
- “Move green square to 0 0”
- “Where is the pink circle?”
- “Pick up the yellow and brown stars”
- “Alex, get your butt over to 0 0!”