

PROJECT 13

Command List

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This is a list of commands that Project 13 recognizes. In the future Project 13 will be open source and because Project 13 is designed to have commands added by way of programming this might not be a complete list. This list represents the commands available for the version of Project 13 that was downloaded. To the right of the commands below is the section of code in the Code Module that is executed when the command is said; this will be useful should you decide to modify Project 13.

Learn English Words *(code00001)*

Creates a database of the vast majority of the words in the English language. This command should be used during the setup portion of Project 13.

Go To Sleep *(code00002)*

This command allows Project 13 to learn from the sentences that you have told it. Run this command every so often to increase the brain's abilities.

Create Your Brain *(code00003)*

Creates the MySQL tables for the brain to operate. This command is used during the setup portion of Project 13 and should be the first command that is spoken to the program.

Meet _____ *(code00004)*

This is how you introduce Project 13 to a new person. For example you would say "Meet Joe" or "Meet Joe Fresh".

I Am Interested In _____ *(code00005)*

Tells Project 13 an interest that you have. For example you could say "I Am Interested In Computers".

Talk About _____ *(code00006)*

Initiates a discussion about a certain subject. For example you could say "Talk About Cars" This command should be used after Project 13 already knows about a certain interest area by telling it "I Am Interested In _____".

Let Me Talk About _____ *(code00007)*

Initiates a way for you to tell Project 13 about a certain topic rather than having project 13 start a discussion about the interest area. An example would be "Let Me Talk About Politics". This command is used after Project 13 knows about a certain interest area.

What Is Your Name *(code00008)*

Gets Project 13 to tell you it's current name.

Your Name Is Now _____ *(code00009)*

Changes the Project 13's name to what is specified in the "_____". This is a root level command and cannot be used by someone without root level permissions.

Ask About Me *(code00010)*

Initiates a discussion where Project 13 will ask questions about you in an attempt to learn more about you.

I Have A Question About _____ *(code00011)*

Let's you ask a question about a certain person that Project 13 has met. The name of the person you are asking about is specified in the " _____ " area.

You Can Ask Someone _____ *(code00012)*

Informs Project 13 of a new question that it can ask someone. The question to be asked is specified in the " _____ " area.

Roam Around *(code00013)*

Tells Project 13 to roam around the room while avoiding obstacles.

Your Gender Is Now _____ *(code00014)*

Changes the gender of the robot from its current gender to the gender specified in the " _____ " area.

How Old Are You *(code00015)*

Gets Project 13 to specify its age since the brain was created.

Does _____ talk about me *(code00016)*

Asks Project 13 to inform you if a certain person talks about the speaker. The person enquired about is specified in the " _____ " area.

Who is interested in _____ *(code00017)*

Asks Project 13 who is interested in the topic specified. The topic of interest is dictated in the " _____ " area.

Follow Me *(code00018)*

Instructs Project 13 to follow You using the Kinect Sensor.

What have you learned recently *(code00019)*

Gets Project 13 to tell you subject areas that it has learned about recently.

{Robots Name} *(code00020)*

Gets the robot's attention and has it look at you. Use the robot's name set in the "your name is now" command.

Come Here *(code00021)*

Gets the robot's attention and has it move towards your position.

Test Function *(code00022)*

This is for diagnostic and testing purposes only.

Who have you met recently *(code00023)*

Has Project 13 tell you the people who it has met most recently.

I have something to say about _____ *(code00024)*

Allows you to talk to Project 13 about a person who it has met. The person of conversation is dictated in the " _____ " area.