

Refactor code for Action Processes

01/09/2025 11:54 AM - Quan Nguyen

<b>Status:</b>	New	<b>Start date:</b>	01/12/2025
<b>Priority:</b>	Normal	<b>Due date:</b>	01/15/2025
<b>Assignee:</b>	Quan Nguyen	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b>			
Make a parser to accept input as follows: [ { "key": "move", "target": { "targetId": 0 } }, { "key": "speak", "target": { "dialog": "" } } ]  Make a scene descriptor that returns the description of the scene as formatted: { "instruction": "Do something", "description": [ { "id": 0, "position": {}, "rotation": {}, "scale": {}, "boundingBox": {} }, { "animations": [ "idle", "walk" ] } ] }			

History

- #1 - 01/09/2025 12:13 PM - Quan Nguyen
  - Start date changed from 01/09/2025 to 01/12/2025
- #2 - 01/11/2025 11:45 AM - Quan Nguyen
  - Description updated
  - Due date changed from 01/19/2025 to 01/14/2025
- #3 - 01/11/2025 11:52 AM - Quan Nguyen
  - Assignee set to Quan Nguyen
- #4 - 01/11/2025 11:52 AM - Quan Nguyen
  - Due date changed from 01/14/2025 to 01/15/2025