Grammar for ASL Game

<ASL EXPRESSION> → <COMMAND> <THING> | <COMMAND> <TOPIC> | Rest

<COMMAND> → <ATTACK> | <MEMORIZE> | Move | Help | Examine | Open |
Focus | Cast | Talk | Pick_Up | Take

<TOPIC> → ∀ c ∈ <COMMAND>, where c ≠ Help

<ATTACK> → <LONG RANGE ATTACK> | <HAND-TO-HAND ATTACK>
<LONG RANGE ATTACK> → <SPELL> | <PROJECTILE>
<SPELL> → <FOCUSED SPELL> | <AREA SPELL>
   <FOCUSED SPELL> → <PROJECTILE SPELL> <SUMMONING> | Heal | Shield | ...
   <PROJECTILE SPELL> → Fireball | ...
   <SUMMONING> → Clone_Self | Rock_Monster | ...
<AREA SPELL> → Storm | Hail |...
<PROJECTILE> → Arrows | Darts | Throwing_Star | Boomerang | ...

<HAND-TO-HAND ATTACK> → Sword | Axe | Dagger | ...

<MEMORIZE> → Memorize <SPELL>

<THING> → <_DESCRIPTOR> <NOUN>
<_DESCRIPTOR> → ε | black | white | yellow | blue | green | red | orange | ...
<NOUN> → <CHARACTER> | <OBJECT> | ...
   <CHARACTER> → <NPC> | Me
   <NPC> → <ENEMY> | <FRIEND>
   <ENEMY> → Orc | Skeleton | Goblin | Demon |...
   <FRIEND> → Townsperson | Shin obi | ...
   <OBJECT> → Chest | Gold | Artifact | Food |...