

BASIC internship@Clevered

App user manual

Space Adventure game using Speech synthesis and Speech recognition

-by Rimjhim Singh

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Acknowledgments

I would like to thank my mentor Ms. Mani for guiding me and making this internship interesting. I would also like to thank my parents and Clevered for giving me such a wonderful opportunity to expand my knowledge and learn new things. My special thanks to Mr. Ken.

About me

- *Name: Rimjhim Singh*
- *Age: 16*
- *Grade: 10.*

About my internship at clevered

- *My journey at Clevered has been great. I have learnt a lot of new things from the teacher and other students.*
- *Fun way to learn new things.*

About app

- *Space adventure game: Exploring galaxies through a spaceship*
- *The user can give the spaceship directions for it to go to. The spaceship gives facts and information about the final destination(Either a galaxy or a star).*

How to use the app?

- Once the spaceship is done giving the introduction, the user is required to give directions to the spaceship.
 - ~If the user says “go up” the spaceship goes up.
 - ~If the user says “go down” the spaceship goes down.
 - ~If the user says “go left” the spaceship goes left.
 - ~If the user says “go right” the spaceship goes right.
 - ~If the user says “stop” the spaceship stops.

Directions- “go up/down/left/right” and “stop”



When spaceship touches galaxy



```
if touching milky-way ?
  Speak You have arrived at the milky-way galaxy. This is the galaxy that includes our solar system.
  if last thing spoken = go-up
    change Scroll y by 0
  if last thing spoken = go-down
    change Scroll y by 0
  if last thing spoken = go-left
    change Scroll x by 0
  if last thing spoken = go-right
    change Scroll x by 0
```

This Scratch script is triggered when the spaceship touches the Milky Way galaxy. It begins with a 'Speak' block containing the text: "You have arrived at the milky-way galaxy. This is the galaxy that includes our solar system." Following the speech, there are four conditional 'if' blocks. Each 'if' block checks the value of 'last thing spoken'. If it is 'go-up' or 'go-down', the 'change Scroll y by 0' block is executed. If it is 'go-left' or 'go-right', the 'change Scroll x by 0' block is executed.



```
if touching andromeda ?
  Speak You have arrived at the Andromeda galaxy. It is the largest amongst the local groups of galaxies.
  if last thing spoken = go-up
    change Scroll y by 0
  if last thing spoken = go-down
    change Scroll y by 0
  if last thing spoken = go-left
    change Scroll x by 0
  if last thing spoken = go-right
    change Scroll x by 0
```

This Scratch script is triggered when the spaceship touches the Andromeda galaxy. It begins with a 'Speak' block containing the text: "You have arrived at the Andromeda galaxy. It is the largest amongst the local groups of galaxies." Following the speech, there are four conditional 'if' blocks. Each 'if' block checks the value of 'last thing spoken'. If it is 'go-up' or 'go-down', the 'change Scroll y by 0' block is executed. If it is 'go-left' or 'go-right', the 'change Scroll x by 0' block is executed.



```
if touching whirlpool ?
  Speak You have arrived at the whirlpool galaxy. It is a galaxy with long lanes of stars and gas laced with dust.
  if last thing spoken = go-up
    change Scroll y by 0
  if last thing spoken = go-down
    change Scroll y by 0
  if last thing spoken = go-left
    change Scroll x by 0
  if last thing spoken = go-right
    change Scroll x by 0
```

This Scratch script is triggered when the spaceship touches the Whirlpool galaxy. It begins with a 'Speak' block containing the text: "You have arrived at the whirlpool galaxy. It is a galaxy with long lanes of stars and gas laced with dust." Following the speech, there are four conditional 'if' blocks. Each 'if' block checks the value of 'last thing spoken'. If it is 'go-up' or 'go-down', the 'change Scroll y by 0' block is executed. If it is 'go-left' or 'go-right', the 'change Scroll x by 0' block is executed.

Contact person

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Thank you!