

# Executive Summary

## Voice Application for Sonnar Interactive

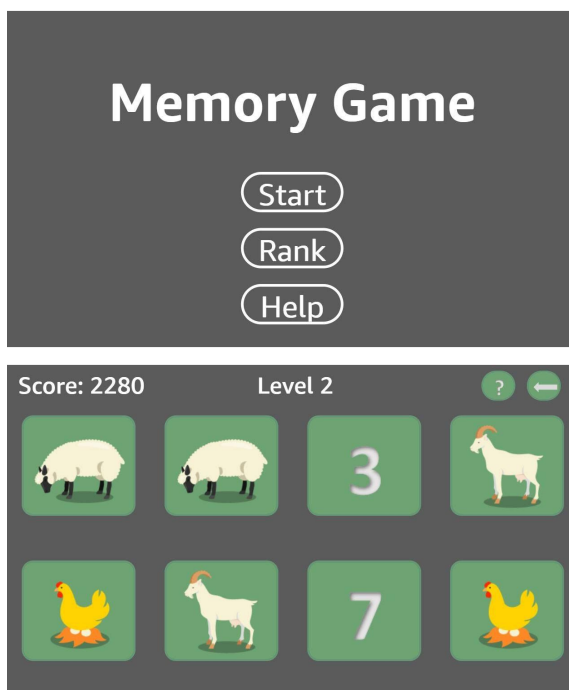
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The initial proposal of this project was to create an audio book reading application on the Google Home device for all kinds of users - from children and the elderly to people with disabilities that restrict them from interacting with a visual application.

However, due to some product changes, our team was reassigned to a new project.

The aim of the second product was to create a memory game application on both the Alexa and Google Home devices that users can play using either voice prompts or an interactive display. Our team used multiple different frameworks and split our team to work on two entirely different platforms to create this memory game. While the end product has differed from the original proposal, the overall goal of this project has remained the same. To create an entertainment application for blind, children, elderly and/or disabled people that have been largely overlooked within the software development community.

### Alexa Version



### Google Home Version

