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# Final Project: Spilled Information

This final project is a commentary on our lack of caution when giving some seemingly harmless personal information online. This concept will be demonstrated mainly using the P5.Speech library. *Spilled Information* will be a small interactive experiment in which the viewer will have a small conversation with the program. The program will attempt to gain information without raising the viewer turned user's suspicion, this data will include general information such as the user's name, age, nationality, etc., but also some private knowledge, like their relationship status, who their closest friend is, and their current location.

The game would be played as such:

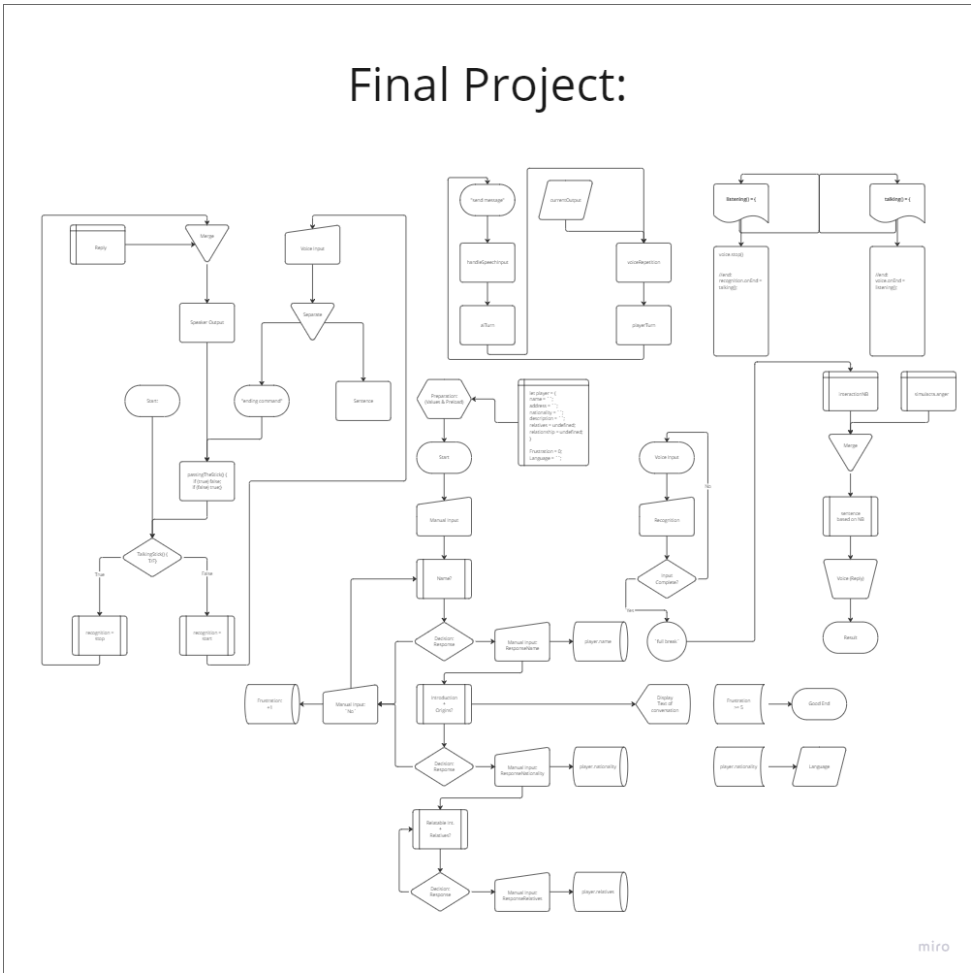
1. **Start:**
   The user triggers the program by speaking out loud, uttering distinctly the words "Submit Input" once his sentence is complete. This will trigger the program to respond, asking them a question (ex. Their name).
2. **The User Responses:**
   The user now has a choice: give the information requested by the ai by using the appropriate trigger words, or audibly refuse to give this information. (ex. "My name is [...], Submit Input").
3. The AI:
   Depending on whether or not the user's response complies with the "AI" or not, it will either ask a new query or anger itself and ask its unanswered question once more. Every time the user refuses to answer, the AI's anger grows.
4. The Ending:
   Fully complying with the AI will result you with the bad ending, as they now have all they need to steal your identity. However, by refusing its questioning five times, it finally gives up and shuts down, seeing they clearly won't be gaining the desired results.

Possible challenges:

I can see multiple challenges awaiting me with this project, mainly how to separate the user's input command ("Submit Input") from the entire sentence so it does not get included in the program's gathered data. There is also a problem where the speech recognition function and the cuts off on its own after enough time.

Possible additions:

1. Adding a face mesh which slowly fills in with every question answered.
2. For winning ending, have the AI attempt to gain your current location by asking a smart device (Ex. Google, Siri, Alexa, etc.).
3. If the user gives a viable answer to a yet to be asked question, AI gets suspicious that the user knows its true purpose.
4. Adding a "Terminate" function which immediately "closes" the program.




https://github.com/EmileJolicoeur/CART263-2024/tree/main/C_Projects/4.FinalProject/FinalProject_Prototype

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