

Design Concept: Voice control Super Mario

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Key functions:

1. The character: A cartoon character/ A ball
2. How to control the character: user can control character movement by a different voice volume. For example, 0-XXdB will make the character move forward with a stable horizontal speed, more than XXdB will make the character keep the horizontal speed and jump vertically. Within the volume scope, the higher volume will lead to a higher vertical speed.
3. The goal of the game: pass all the obstacles and reach the destination successfully, or it will fail
4. Ranking: the game will record the top 10 highest score
5. Background sound: there will be a background sound playing all the time to create the atmosphere
6. Voice recording: we may record user voice when playing a game, and they can replay it.
7. Game level: Beginner, Intermediate, and Expert levels are provided, the higher the level is, the longer the game route is.

Storyboard:

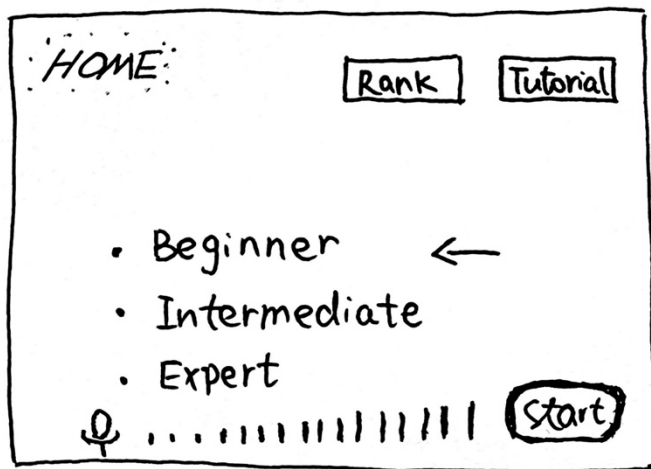
Get started

1. It's better to play the game with earphones.



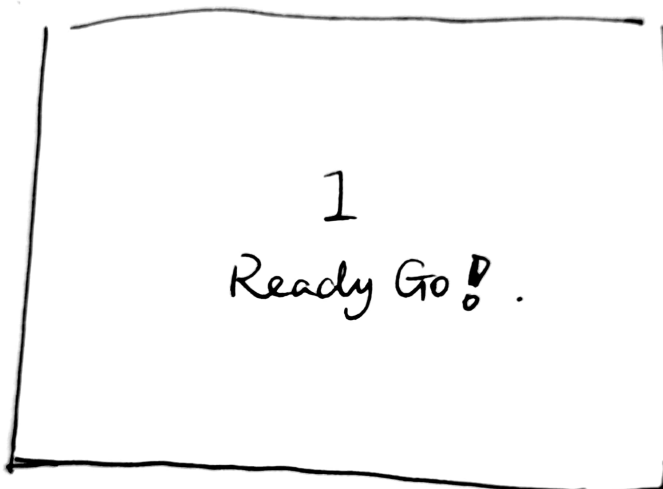
2. On the home page

- Users can select a level first, and shout to start the game which is “**Flow 01 Play Game**”, it is also used for microphone test.
- Users can click the Rank button and go to “**Flow 02 Check Ranking**”
- Users can click the Tutorial button and go to “**Flow 03 Check Tutorial**”



Flow 01 Play Game

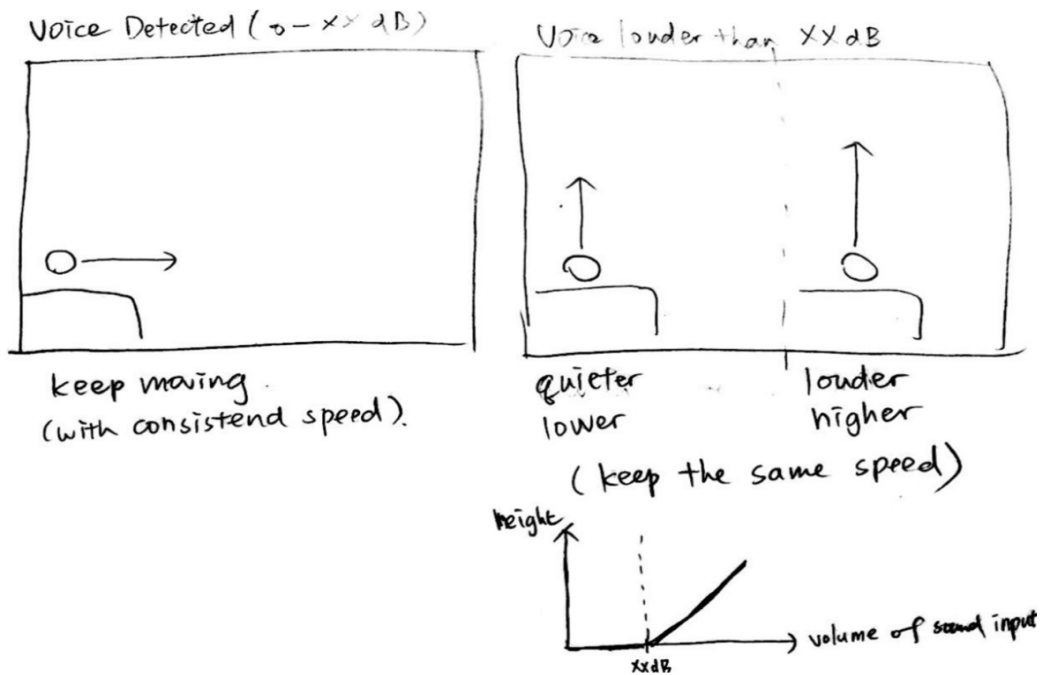
3. The game will show a 3 seconds count down for users to be better prepared



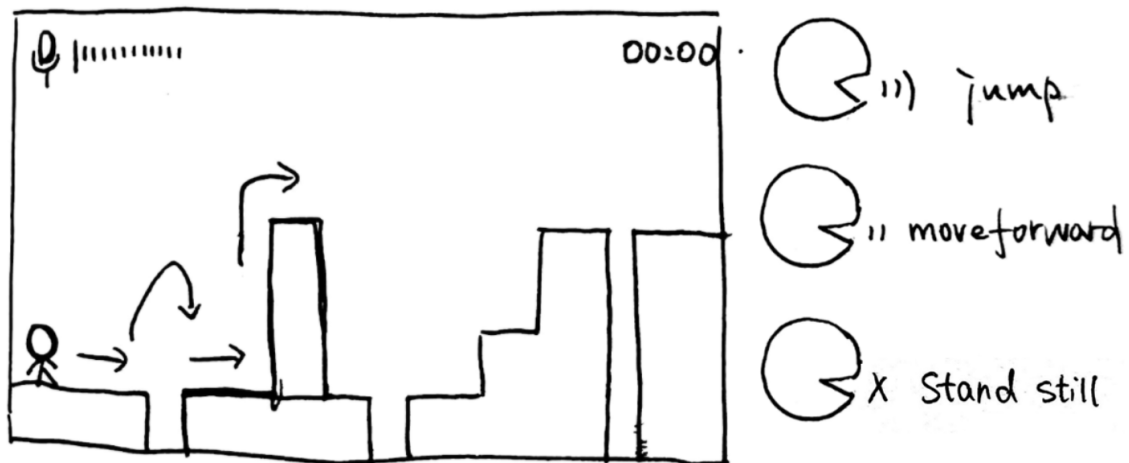
4. Start

5. Users control the character in terms of volume of sound. Volume under specific decibel can only make the character move forward with consistent speed. In other words, if the

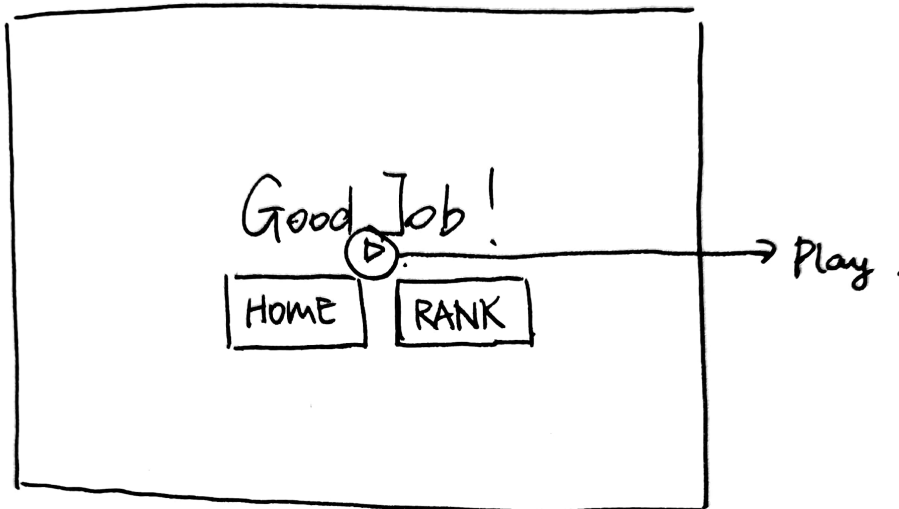
user stops making sound, the character will stop moving as well. A volume above a certain decibel will activate vertical movement. That is, the louder the higher, while the horizontal moving speed keeps constant.



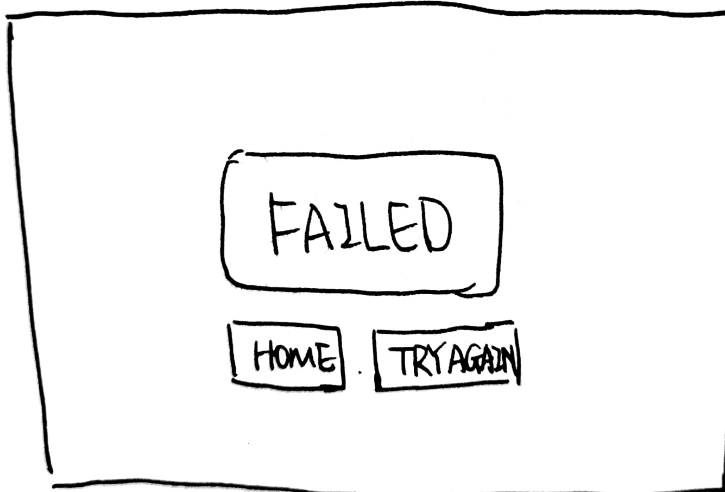
6. Totally we have three kinds of movements.



7. If the character passes all the obstacles, it will win! The time cost to pass it will be recorded for ranking purposes. User voice to pass it may also be recorded.



8. If the character failed to pass any obstacle, it will fail.



Flow 02 Check Ranking

9. Users can check the top 10 records on the ranking page. May play their voice there as well.



Flow 03 Check Tutorial

10. Users can check a tutorial video in our application.

