GESTURE BASED UI DEVELOPMENT

Voice Recognition Project
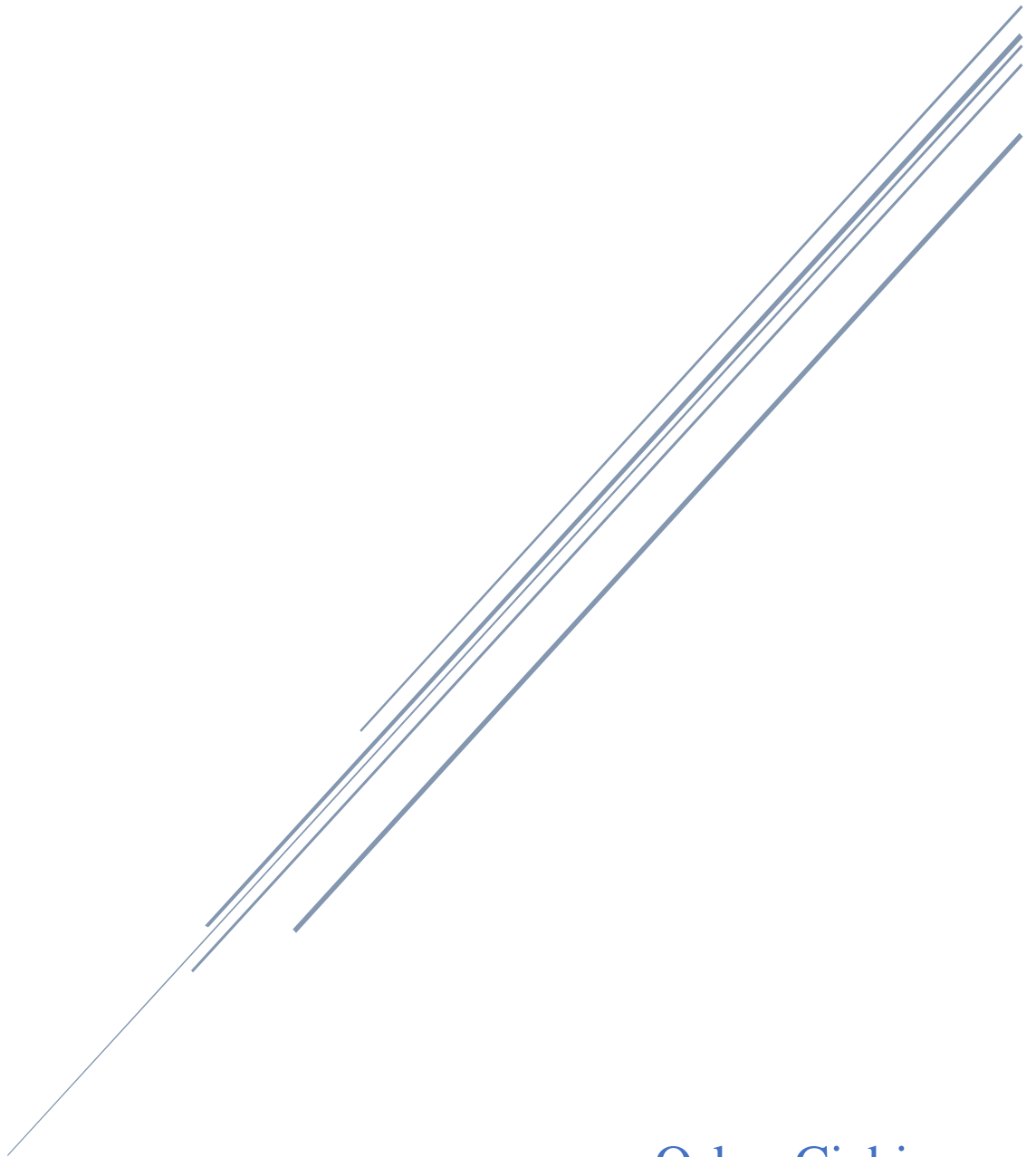
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Requirements

- Unity version 2020.3.29f1
- English (United States) Speech Recognition installed on Windows 10 or above.

Description of the Game

My game is based in a galaxy. Where the player controls a spaceship and the challenge is to avoid all oncoming asteroids, by moving to the sides.

The player is given 3 lives. After each collision they are respawned, and the game continues.

When a player dies, they are faced with a Death Scene where they can decide if they are restarting the game or quitting the game.

On the main menu the player can start the game, quit the game, or go to the options menu. On the options menu the player can change the colour of their spaceship and move back to the main menu.

While in-game the player has also the ability to pause the game, mute and unmute the game music as well as resuming the game.

The player is allowed to fully control the game with their voice, that includes the menus, buttons, and player movements.

Rules

I have a total of 6 rules. Which are:

- Game State – Contains the pause as it is the game state. Available in-game.
- Movement – Controls only the movement of the player.
- Main Menu – Controls the main menu.
- Options Menu – Controls everything on the options menu.
- Pause Menu – Controls all the available options on the pause menu.
- Death State – Controls all the options on the death scene.

Commands

Each rule contains many variations of commands, which will be picked up by the game to execute each task.

In Game State

Pause – It allows the player to stop the game while the game has already been started.

In Movement

Left – Allows the player to move to the left.

Right – Allows the player to move to the right.

In Main Menu

Start – Used to start a new game.

Options – Allows to move to the options menu.

Quit – Used to quit the game while on the main menu and death scene.

In Options Menu

Color – It can be used to change the colour of the spaceship.

Back – Responsible for moving the player back to the main menu.

In Pause Menu

Unpause – Allows for unpausing or resuming the game while the game is paused.

Mute – Responsible for muting the game music while the game is paused.

Unmute – Responsible for unmuting the game music while the game is paused.

In Death State

Restart – Allows for restarting the game while on the death scene.