Overview:

Topic:

Our project is to do with the Amazon Echo and developing around the voice assistance technology as a means to create some functions which change certain types of games. By utilising the way that users interact with the virtual assistant (known as Alexa), we can bring about new ways to enhance people’s entertainment, in regards to gaming. It is a concept which we believe has much potential and is currently mostly overlooked. It has the possibility of revolutionising tabletop gaming and other types of games such as those in the text-based-adventure genre.   
We want to introduce games into the living spaces of homes through Amazon Echo, by giving users an Alexa Skill (3rd party programs for the Echo) which allows them to simply use their voice to play different types of games. This provides for a solution which not only fills the niche of using voice assistants for gaming, but has the potential for much more if people are willing to dedicate to this Echo gaming platform.

Motivation:

We are driven to this idea of voice-based gaming because we feel like there is so much for everyone to gain from it. It brings a new aspect into the industry of tabletop games and breathes new life into niche genres like text-based-adventure games. Pushing our idea to the limit could see us opening up new avenues for both Alexa and game developers by producing a new platform for them to work with, which means a new platform for users to enjoy. We also believe that we can make it easier for people to be able to play these games in the first place, solving problems like missing dice and pieces, and impairing disabilities. Our idea solves problems that we think are simple to resolve, so we find a motivation in resolving them.

Landscape:

There are limited similar systems/products which fit some of our ideas, let alone fulfil the entirety of our vision. Board games like Sensible Objects’ *When In Rome* use Alexa to act as a host, teaching rules and keeping track of player scores. There are also a number of simple functions like dice rolling and rock paper scissors available, but no all-in-one solutions for tabletop gaming. The amount of text-based games is also very limited, with only a few Alexa Skills available. We believe the landscape would not be too competitive and that there is definitely room and concepts for us to capitalise on.