

EchoVerse - Voice-Controlled Adventure Game

Game Title: EchoVerse

Tagline: Voice-Controlled Adventure in a Parallel Dimension

Creator: Kennedy

Date of Concept: May 5, 2025

Platform: Android (Initial prototype using Python)

Core Idea:

EchoVerse is a voice-controlled mini adventure game where players use their voice to navigate a mysterious world.

Instead of tapping or swiping, users say commands like "go left," "jump," "hide," or "attack," and the game reacts in real-time.

Target Users:

- Casual gamers who want a unique hands-free experience.
- Users with accessibility needs.
- Curious indie and tech-savvy gamers who like novelty.

Gameplay Mechanics:

- Players traverse a series of audio-guided environments.
- Game gives verbal feedback using text-to-speech (TTS).
- The game uses speech recognition to capture and act on player voice commands.
- Limited lives, puzzle-solving, and path-finding using only voice.

Tech Stack:

- Language: Python (Mini Version)

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- Libraries: speech_recognition, pytsx3, pygame (optionally)
- Deployment: Python desktop prototype; Android via Kivy (planned)

Ownership Declaration:

I, Kennedy, declare that the concept, structure, and idea of EchoVerse, a voice-controlled interactive adventure game, is my original creation.

I intend to explore this as an indie prototype using Python and further expand it for Android with the help of open-source tools.

I reserve the rights to this intellectual concept, including the name "EchoVerse," unless otherwise released under an open license or formal agreement.

Signed,

Kennedy

May 5, 2025