EchoVerse - Voice-Controlled Adventure Game

Creator: Kennedy

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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)  
- Libraries: speech\_recognition, pyttsx3, pygame (optional)  
- 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  
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