Project Abstract

CSE3002 – Internet and Web Programming

Controlling game using sound classification

Team members

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Abstract

This project is to implement a system through which we would be able to control game mechanics with voice. The idea is to use a sound classifier in the background to convert sound to valid game labels (UP, DOWN, RIGHT, LEFT etc..). The sound classifier uses a CNN (convolutional neural network) which is used to convert sound to labels. Once the game has started, the microphone will start listening, and the user can speak the commands which would control the game. High scores would be stored and players can compete to get on the leader board.

The motivation of this project is to understand classification algorithms, the mapping to sound data to labels and exploring the graphical opportunities presented by a web browser.