**Project Abstract**

CSE3002 – Internet and Web Programming

**Controlling game using sound classification**

**Team members**

Sibi Akkash: 18BCE1170

Prakash Kannan: 18BCE1300

**Abstract**

This project is to implement a system through which we would be able to control game mechanics with your 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.