

Voice-Controlled Battleship Game Project



Team Members:

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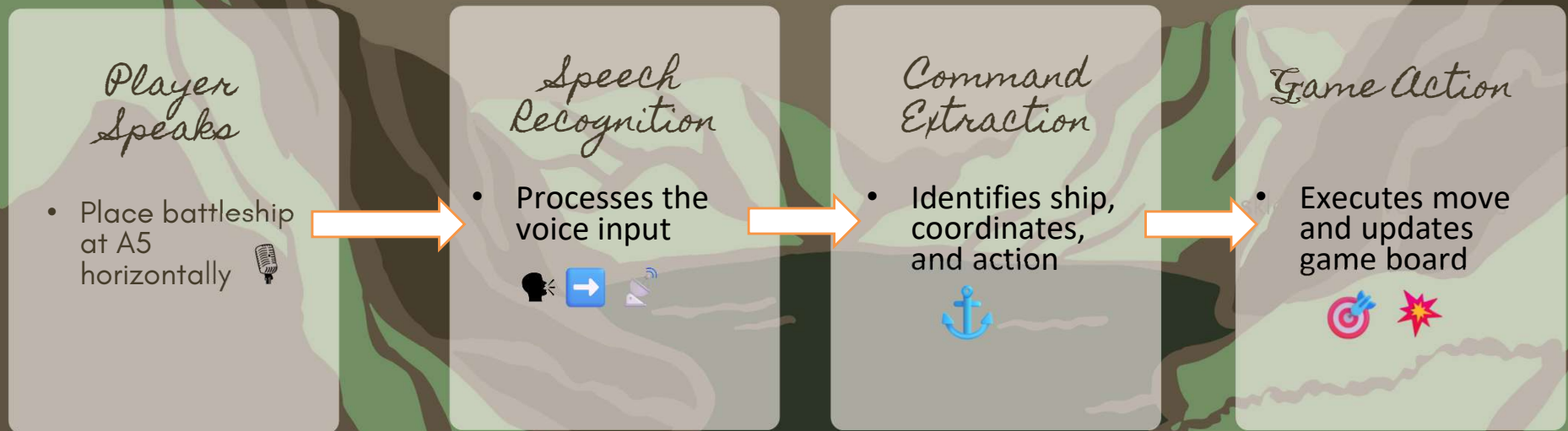


Mission Briefing



- Traditional strategy games rely on manual controls, which are challenging for handicapped users.
- Limited accessibility in current turn-based multiplayer games.
- **Our solution:** A hands-free, AI-powered voice-controlled Battleship game. Players issue verbal commands to launch attacks, position ships, and strategize.

Game Mechanism



Commands & Game Logic

1. Ship Placement:

- "Place destroyer at B3 horizontally."
- "Deploy carrier at D7 vertically."

2. Attack Commands:

- "Fire at E5."
- "Launch torpedo at C6."



Features & Accessibility

- Voice-Controlled Gameplay – Hands-free interaction.
- Designed for Handicapped Users – Equal gaming opportunity.
- Real-Time Speech Processing – Faster than typing.
- Supports Multiple Commands – Place ships, attack, and strategize.



Implementation Plan

- Speech Recognition: Google Speech-to-Text API
- Game Engine: JavaScript & Node.js
- Backend: Flask for real-time updates
- Frontend: HTML, CSS, WebSockets
- Voice AI Model: Hardcoded + Fuzzy Matching for accuracy



Thank you

