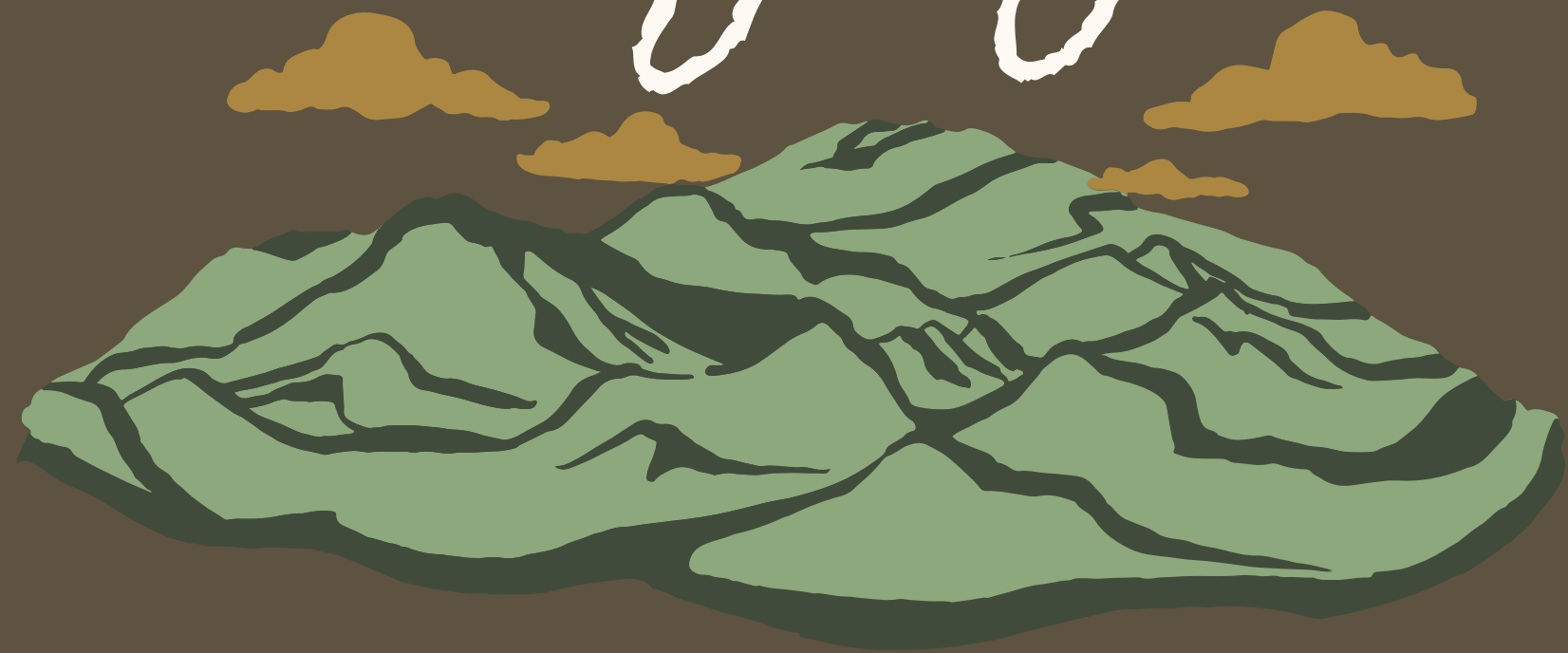


Voice Over Battleship Harne



Mission Briefing



- Mission: To develop a voice-controlled Battleship game using Speech Recognition.
- Intel: Players issue verbal commands to launch attacks, position ships, and strategize.



Neapona Systems



Voice Processing

Python

sklearn.naive_bayes

Machine Learning

Game

Web-hosted

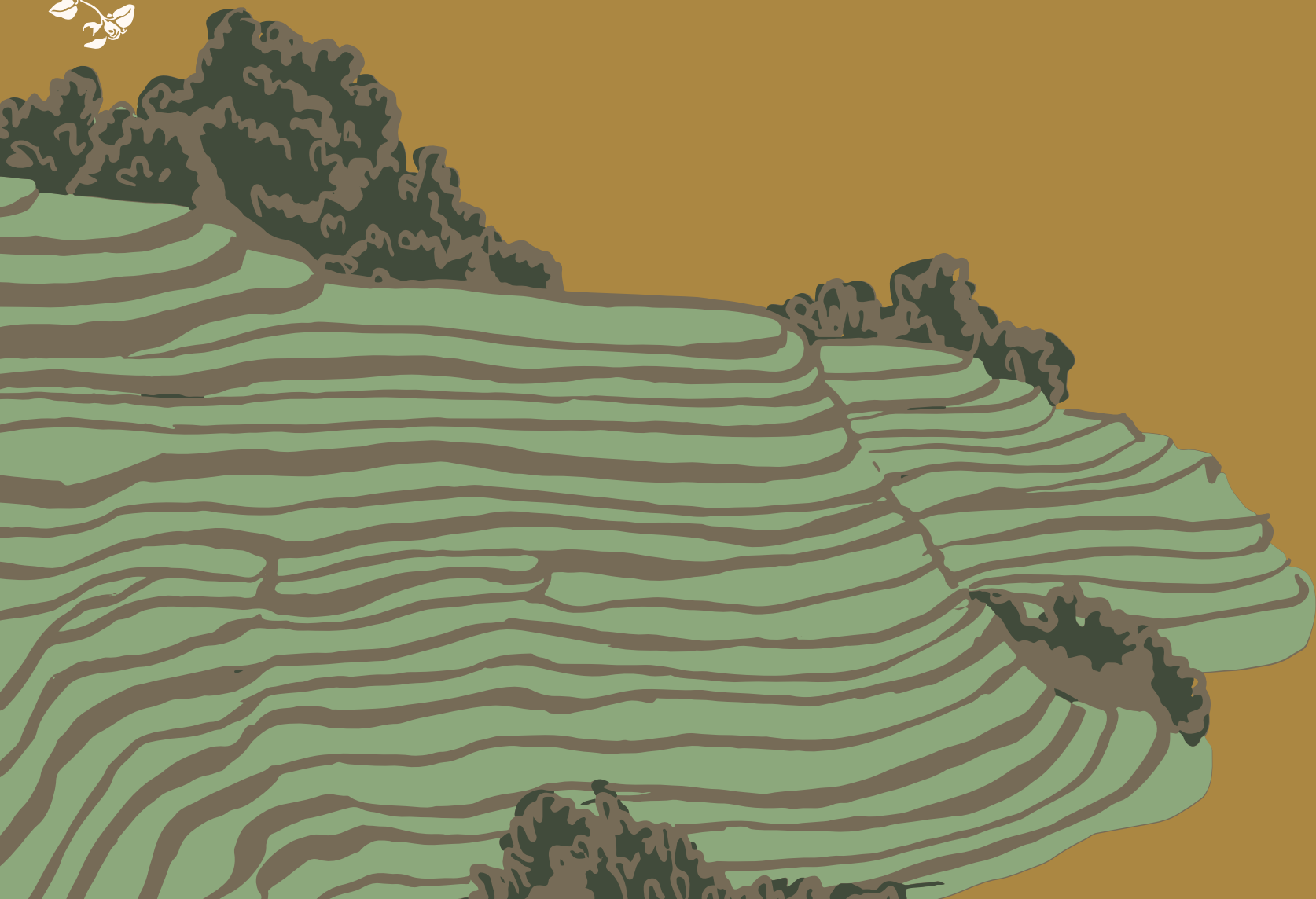
HTML, CSS &
JavaScript

Python

War Room Intelligence

Voice Command Accuracy: 90%+ recognition success

Real-time response: <2 second execution delay



Battle Strategy

Fleet Deployment: Place [ship type] at [grid position], [orientation]

Target Lock: Fire at [grid position].



Mission Status

Complete

- Voice Command Engagement: Victory Secured 🏆
- Tactical Gameplay Execution: Victory Acheived ⚔️
- Full-Scale War for Innovation: Shaky 🔥



Thank you

