

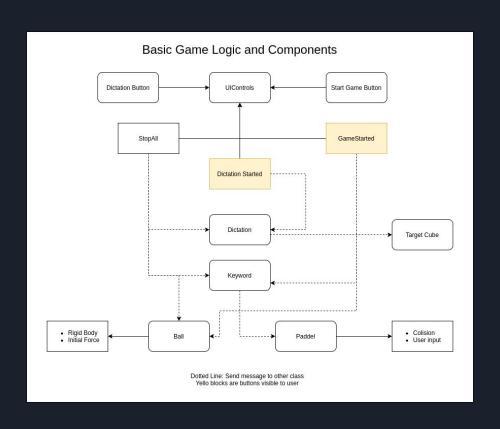
Author: alu0101016733

## The idea:

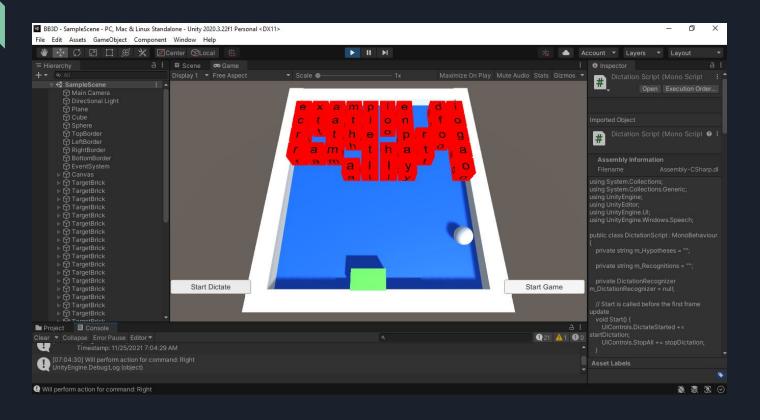
- Brick Braker
- Move controlled by keywords
- Blocks created from dictation



## Basic Game Logic:



## Actual implemented game:



## Complications and conclusion

- Keyword Recognizer is Slow -> Not directly suited for fast game control
- Dictate work Acceptable