Mar 15

Design Document

My Vox Controller

# Platform

I chose openframeworks platform to implement the vocal controlled game. It has a comprehensive wrapper over OpenGL. For me it was the perfect platform to implement graphics and audio in C++.

# ApPLICATION

This application will run on Mac assuming the microphone port is on deviceID [0] (since I have hardcoded it)

https://github.com/avroshk/MyVoxController/blob/master/apps/myApps/myVoxControllerGame/bin/myVoxControllerGameDebug.app/Contents/MacOS/myVoxControllerGameDebug

# Architecture

The dfd

I have a myReadAudio class that

# Heading 1

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