Game Design Document

Fill up the Following document

1. Write the title of your project.

SpeeCHecker

1. What is the goal of the game?

The application is related to speech related functions. The goal of the various functions that are stored in the application is to help the visually impaired people and also provide a space to the user where they can speak to the app and open up.

1. Write a brief story of your game?

The app can perform functions like converting speech to text and vice versa. Another feature of the game is called “Talk to me “wherein the user can make use of it for serving two purposes. First, the feature allows the user to store audio libraries and secondly, one can speak to the app and the app will only listen to the user and nod. In a nutshell the app will act as a listener which will listen to the user without a debate.

1. Which are the playing characters of this game?

* Playing characters are the ones which respond to the user based on the input from the user
* Cars, monkeys, dinos, wizards etc, are the playing characters in the game.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | keyboard | The user type whatever they want to get converted in speech |
| 2 | mic | The mic listens to the user and convert the speech to text |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. Which are the Non Playing Characters of this game?

* Non Playing characters are the ones which don't have an action or a behaviour when the user interacts with the game.
* Hurdles, stones, bananas, coins, etc are non playing characters in the game.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Text or speech | The resultant speech and text that is given out as output by the app |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |

Draw your imagination of this game. What does this game look like?

* Draw the game either on your computer or on paper,
* Add images of scenes of the game to show each of the playing and non-playing characters at least once.



Other pictures are in the presentation along with this document

How do you plan to make your game engaging?

I plan to make the application engaging by its features which are socially useful and will attract people who are in need of the services provided by the app. The target audience of this app lies with the visually impaired people and those who want to talk in an open environment or wants to store audio notes for their daily life.