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Program Description: The application is developed using Google DialogFlow and Unity 3D. It is capable of providing COVID-19 statistics by speech interaction. It can provide information on the number of deaths, confirmed cases and the number of recoveries world-wide as well as for specific countries. It can also provide state-wise and county-wise data for some countries. It also supports queries with multiple locations and some general conversation.

Tools used to develop: The application was developed on the Windows 10 OS and the tools used to develop the application include Unity 3D and Google DialogFlow.

Dependencies:

The data is fetched from the following API:

coronoaviris-tracker-api

<https://coronavirus-tracker-api.herokuapp.com/>

and

<https://github.com/ExpDev07/coronavirus-tracker-api>

It uses Google DialogFlow for the speech interaction.

How to compile:

In order to compile –

- Import the SpeechAgent Unity package in Unity 3D
- Go to Build Settings under File in Unity 3D
- Select Build Directory and click on Build

How to Run

- Place the cert key files in the _Data folder in the build directory.
- Run the executable file(.exe) created.