

7 Tools, packages, and libraries used

package/tool/library	Where is it available?	What does it do?	How well did it work?	Did it work out of the box? If not, what did you have to do to use it?
famo.us	http://deprecated.famo.us.org/	Javascript graphic/UI rendering library to help us render images and text surfaces to display elements in our escape room.	It is somewhat difficult to learn and is poorly documented, but it got the job done.	Yes
Web API Speech Recognition	https://developer.mozilla.org/en-US/docs/Web/API/Web_Speech_API	Parses the user's speech/verbal commands from the laptop's built-in microphone into written transcripts that we process for speech recognition.	The speech to text was pretty inaccurate if the user just says one word and gives the command no context, such as saying "open" instead of "open the door", so we had to include a bunch of similar words for each command to increase accuracy.	Yes
Web API Speech Synthesis	https://developer.mozilla.org/en-US/docs/Web/API/Web_Speech_API	Allows the system to generate verbal/speech feedback by turning sentences that we write into voice, synthesizing speech from the text we hard coded in our game in response to user actions.	The generated voices were fairly realistic and there were many options for us to assign to our multiple speaking characters. There was sufficient functionality to stop the speech or add callback functions.	Yes
LeapSDK	https://developer.leapmotion.com/	Detect palm positions and velocities and features of the hand such as outstretched fingers or grabbing	It worked great and provided great amounts of data making the gesture recognition process easier.	Yes