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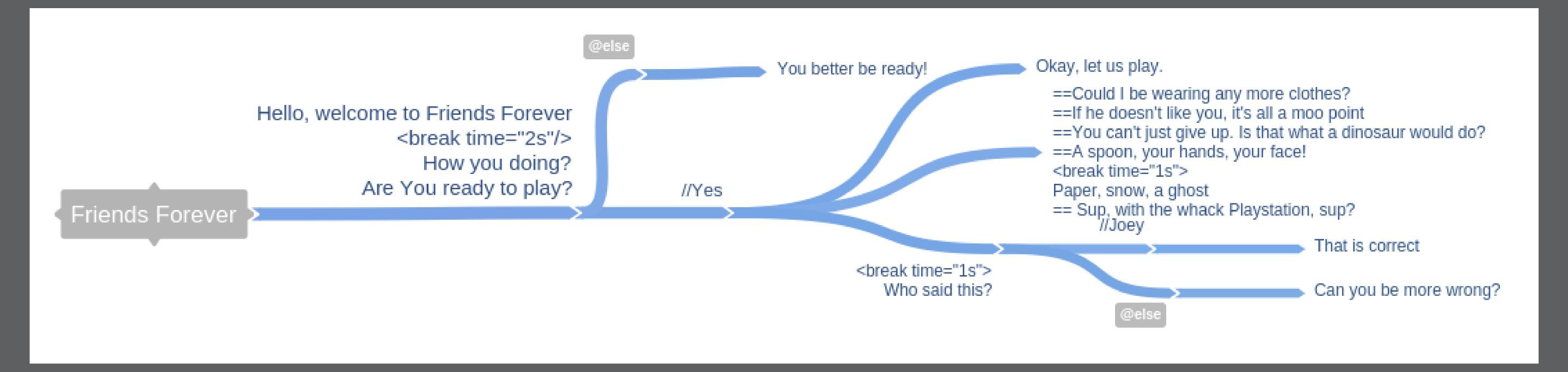
INTRODUCTION

FRIENDS is a popular TV series which ran successfully between 1994-2004. This series carries an addictive humor and its audience love to watch it repetitively. It revolves around six main characters: Ross, Monica, Phoebe, Joey, Chandler and Rachel. The reason for the popularity of the show is the connection and bond it portrays which leaves an everlasting memory. Considering the popularity of the show and the constant love it receives, we decided to develop an Alexa based skill on FRIENDS.

ALEXA SKILL

Alexa, a digital assistant developed by Amazon runs on specialized devices such as the Amazon Echo. Alexa performs tasks based on skills that are enabled in a user account. We have developed a back and forth Alexa skill that is based off a trivia format. Alexa enabled devices use JSON and its SSML syntax to present a unique experience. This skill narrates a quote from the TV series and asks the player to name the character who originally said the quote. It also makes use of character voice and tones to make the game a lot more original.

STORYLINE



SPEECH SYNTHESIS MARKUP LANGUAGE (SSML)

When Alexa wants to relay a response to the user it does so by converting text to speech. SSML is a feature that provides additional control over how Alexa relays a response. It produces a synthetic speech output which gives extra pauses and more exclamation to the responses. Tags such as <audio tag>,

 dreak>, <say-as> are used.

A general format to synthesize output speech can be given as follows: "outputSpeech": { "type": "SSML", "ssml": "<speak>How you doin? </speak>" } SSML can also be used to spell out words using the "spell-out" property: <speak>

Ross says: <say-as interpret-as="spell-out"> Unagi </say-as> </speak>

FUTURE DEVELOPMENTS

- Making it a multiplayer competitive game
- Ranging the game between Beginner-Intermediate-Hard
- Adding more features such as score count and more 'Friends' themed audio to really get the user involved