

MiniProject 3: BattleShip

6.835: Intelligent MultiModal User Interfaces

Amanda Liu, Jacquelyn Liu, Nina Lutz

Questions to answer:

1. What were some of the challenges you faced in implementing (a) ship deployment, (b) the player's turn, (c) the CPU's turn, and what did you do to solve these problems?
 - a. At first we were making things way too complicated and didn't realize that we just needed to call things from the hand object that was already written in. We were also just getting used to how the code was structured.
 - b. This part wasn't too bad; once we figured out to get the information and call the transcript, it was fairly straight forward.
 - c. One issue we had was getting the voice recognition to recognize the word "miss". It'd often recognize "Miss", with a capital M - so we had to add both "miss" and "Miss" to the set of sounds our system would recognize to register a miss.
2. What kinds of extensions did you make to your implementation?
 - a. We made counters to record multiple hits and misses and made the CPU's responses differ with these. After all, you're probably a lot more frustrated after missing two or three times than on your first miss.
 - b. We also took the suggestion of the CPU knowing if the user is lying or not and handled that by having the CPU react accordingly.
 - c. Also our CPU is quite sassy. Possibly a little on the creepy side. We played around with different voices/accents in the settings.