

Functional specification

Voice activated control is implemented in only one script '**Gun.cs**'.

'strReceiveUDP' is the variable which stores the command that is issued using voice.

The word received by the system can always be seen at console screen

`Debug.Log(strReceiveUDP);`

If the fire button(left click on mouse) is pressed... or user issued voice command "**SHOOT**" then perform the action. This is taken care by the following code in script 'Gun.cs'

```
void Update ()
{
    if(Input.GetButtonDown("Fire1") || strReceiveUDP.Equals ("shoot") )
    {
        strReceiveUDP = "";
        // rest part of the code
    }
}
```