

Here is how I'd like the interaction with Marty to go:

- The Player clicks on the web link and a circle with Marty in the middle appears.
- Marty automatically says the following: ***"I'm Marty the SMART!! And here's your question: What is debt? When you think you know the answer, tap the screen and tell me what it is. When you're done, tap the screen again."***
- The Player taps the screen, says the answer, then taps it again.
- Marty automatically evaluates the answer, decides if it is right or not, then gives one of the two following audial responses:
 1. ***"You are so right! Pick a Marty Card to see what you've won. Bye till next time!"***
 2. ***"Oopsie! Debt is when you owe someone money. Bye till next time!"*** [Note that I am specifying the answer here. That's important because kids are not going to be able to comprehend an answer that comes straight out of AI. I'm guessing the logic for this will be handled by the HTML, But let's discuss.]
- The Marty screen automatically closes.

It would be great if we could change Marty's voice to something more childlike and "fun".

According to Google: *"To use different voices in HTML, you need to leverage the Web Speech API's 'SpeechSynthesis' feature in JavaScript, which allows you to select from various available voices on the user's system to read text aloud, effectively enabling different voice options within your web page."*