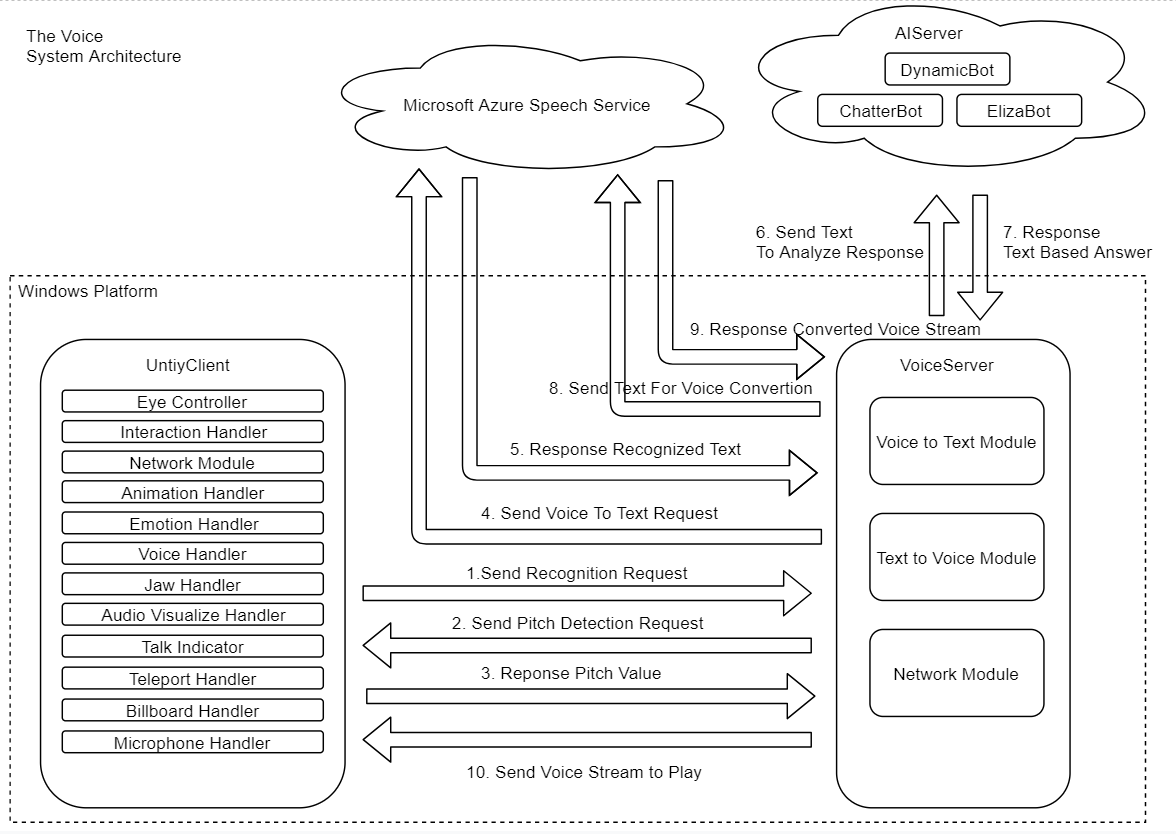
# Introduction

This is an immersive dialogue experience based on technologies of machine learning, virtual reality, natural interaction, speech recognition and voice synthesis, etc.

In a beautiful park, you can chat with your friend at zero distance. Your friend can express their feelings for your speech. Your friend knows everything, no matter what question you ask, she will answer it correctly. This is a dialogue experience based on dialogue topic data training, real-time web search, and advanced techniques such as natural language synthesis.

# System Architecture



# Problems We Solved

1. For the solutions of speech recognition, we did some research on this, finally select Microsoft Azure Cognitive Service because of better performance, but problem is it’s not easy to use with Unity3d, so we find a solution that is create a VoiceServer which is individual process running on windows platform to connect Azure Service, that make extra work but worth to do it.

# Client Structure Design

# AIServer Design

# Voice Server Design