MyS

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1. Initial ideas

Animals games

Tamagochi

Program to help deaf people to improve their speech

2. Chosen idea

MyS

→ First game developed: Clothes Game

3. Focus Group

Autistic children

Anyone with memory impairment

4. Purpose and motivation

To educate children in a fun way
To teach the user which clothes are appropriate for certain situations
To teach the user the order in which clothes must be put on
To improve the user’s memory
To improve the user’s skills

5. Functionalities

User is presented with this screen:

The user must select the right clothes to wear for the presented situation

5. Functionalities

Items of clothing are chosen using voice commands
Saying the correct word causes the piece of clothing to be applied to the model

6. Technology

C#
Microsoft Kinect Speech Recognition
Speech Synthesizer
Photoshop
Illustrator

7. Sub tasks

Kinect Speech Recognition
Speech Synthesis
Game logic
Image design
UI design
Merging

7. Work breakdown

David, Rosy - Speech Recognition, Speech Synthesis

Aldo, Amaya - Image Design

Tim - Game logic, UI design

Everyone - Merging

8. Difficulties

Decision making

Speech recognition

- Using kinect sensor, we didn't want to!
- Solution: We used it :(
- Kinect sensor libraries, wrong version
- Solution: Use existing project with correct version

Time

9. What was learned

Kinect Speech Recognition
Speech Synthesis
WPF applications
Collaboration
Work breakdown skills

9. What was not done

Using own microphone

10. Extension of the project

Past clothes system
Additional weather, clothes, and situations
Clothing selection with gestures
Soundtrack
Improve usability

11. Successest

Implemented almost all features
Efficient work distribution
Good teamwork


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