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¡Vocal Pongbat!

The basic concept would be a version of the classic "Pong" arcade game using vocal commands to control the paddles instead of joysticks and buttons. Our plan would have various levels of success so that we can guarantee a final working project as early as possible. Our first level would have a minimal level of voice recognition, namely the presence or lack of noise input. The paddle would move continuously in one direction and would change directions upon receiving input of any audible voice input. Depending on the results of this primary phase, specifically the accuracy and complexity of our signal processing capabilities, we will add features involving specific voice recognition. A first step would be simply "up" and "down" commands to control the paddle more specifically. From here we would add features to enhance the game such as lasers to destroy your opponent's paddle (activated on a "piewww" command) or bombs (activated by an explosion noise we cannot spell). Other ideas include having the height and/or speed of the paddle correspond to frequency of the voice input, allowing our gaming enthusiasts to simultaneously train their voices for the upcoming superman broadway musical. Our major goal is to present the world with a scene where gamers are sitting in front of a screen making very silly noises almost continuously because that just seems like it would be funny, and in these hard times, everyone can use a good laugh.