

On my command!

Bachelor thesis

Immersive Voice Interaction for Real-Time Tactics Games

What happens in the game?

„On my command!“ (yes, the exclamation mark is necessary) lets the player take command over a company of 18th century musketeers. Orders can be issued exclusively by voice, the player can draw from a set of various commands. The goal is to defeat the enemy companies (blue) on the map, which can be achieved by ordering the commanded company to fire their muskets or bayonet-charge the enemy. Getting shot at or suffering casualties will reduce a company's morale and might cause it to flee from the battle. To prevent this from happening to the own soldiers, the player needs to approach the enemy in a strategic manner and issue the correct commands in the right situation. Flanking manouvers, faint attacks and tactical retreats are just a few possible ways to achieve this.



What is the game about?

OMC is a game, which tries to explore the usage of voice interaction in a game in order to increase the immersion. Most importantly, the game is built in a way, that attempts to avoid most typical „immersion breakers“ caused by voice interaction: For example, speech recognition software in general has issues understanding everything the user says. To repeat commands and entire sentences is not only annoying, but also breaks the immersion of the player. To avoid situations like this, OMC incorporates the need to speak loud and clear in the game world: The player embodies a commander on a battlefield, speaking loud and clear is therefore part of the character and fits into the scenario.

How can I play?

Well, the Bachelor thesis this game was created for is officially finished. But the game isn't. I'm planning on adding a whole lot more features to the game. First of all, a proper UI to teach the player all the possible commands. Also, pretty much everything needs to be reworked, as, performance-wise, it is truly a mess. If you want to test it anyway, you can download it from <https://levermington.itch.io/onmycommand>. I hope this game will not gather dust in a corner (much longer) and can one day meet the expectations I had when I started working on it.

