

Evaluation of Visual function

1. Overview of Visual function

The visual function of our project was based around the GUI. The GUI was used as a visual aid for the end-user to view information easily from the match. The GUI contained the text version of the commentary spoken and statistical information regarding the state of the game.

2. Evaluation of Visual function

The evaluation of the visual function is split into our initial aims, the actual implementation, problems / outcomes and future developments.

2.1 Initial Aims

Our initial aim of the visual function was to allow the end-user to view the text version of commentary spoken and check the statistical information for both teams. The implementation of the GUI was the perfect way to implement such functionality for the end-user, enabling them to feel more involved with the game.

2.2 Actual Implementation

The actual implementation of our visual function was not far from what we envisioned to create. The GUI contained all the text from the commentary spoken throughout the game and each team's statistical information. We further extended the implementation of the GUI by allowing more end-user interaction by allowing them to connect and play the game from the GUI. A visual representation for each goal a player scored on either team was available for the end-user to view individually displaying how the goal was scored, the person that scored the goal and the number of yards the goal was scored from. Also a visual representation of a pitch could also be displayed to the end-user showing the possession of the ball throughout the game.

2.3 Problems / outcomes

The problem that I faced with the creation of the GUI was that I lacked the knowledge and experience of creating a GUI. With the use of books and tutorials I was able to learn to create basic components for GUI that would enable me to create a simple version of what I was hoping to achieve and then extend it to fulfil the requirements for the GUI.

2.4 Future developments

The future developments for the visual function are based around the enhancement of the GUI. The ability to change the text into different languages such as French, German, Spanish and so on, although this was suggested during the project but as we were using Free TTS, this did not allow the compatibility of different languages to be spoken.

Automated Commentaries for Simulated Soccer

Further developments of the GUI based around the speech of the system could be implemented allowing more end-user interaction with the system by allowing them to change the volume, pitch, voice and speed of the speech through the GUI.

3. Summary

The visual function of our system mainly that being the GUI, more than fulfilled our original aims of what we planned out to create. It gives our project interaction with our system and allows end-users to clearly and easily understand the information from the game. The GUI also enables the end-user the choice to hear the commentary, see the text version, or both.