



Applied Computing

Talk to a dog

International College



Senior Project
MCU TTAD

**MING
CHUAN**

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Teams

Virtualization

Group Leader	Jason
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Communication

Group Leader	Peter Evoa
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Project Description

On the Internet, nobody can know who you are. You may be a man or woman. Even there may be a dog talking with you. So there are many things that can't imagine in the internet. The main objective of this project is to provide a two-way communication between the user and an animated dog that will run on the web server. The user will give commands and the dog will respond to the commands by doing incredible actions.

Project scope

This system will support the two way communication between the users and the dog with the capability of communicating with the dog in different types of environmental setting. The main key function to be supported including the communication with the dog model as it was real and the dog will respond accordingly to the given command by doing animated action.

✧ Introduction

Talk To A Dog is a new project which will lasted for three years. It is a very complex project with many stages of defining the requirements, verifying the data, and making good decisions that will benefit for the project. The TTA D uses a variety of different software to help build this project which even make it more complicated and troublesome.

The Project is with two student groups. The V group is for the design and implementation of the “virtualization” of a specific dog, and the C group is for the design and implementation of the “communication” between people and the dog. As an only-one Project, the two groups have to cooperate tightly to make a unified reasonable result. This will happen by integrating the final products of the two groups.

The integrating of the two groups final products will result in an effective interaction between the user and the dog.

✧ House



✧ Main Page

