Asking me to say random words super awkwardly in front of my computer? NO WAY I WONT DO THAT.

which means this assignment is going to be hard for me.

Solution 1:

make user/player speak whole sentences (to at least pretend to be in a conversation)

6	My	fav.	why	She
you	mom	worse	off	fall
better	Calais	is	from	hi
do	bular	cake	an	there
work	on	a	apple	tree
no	basis	regular	wait	time

→ possibly a generative infinite space

or: text adventure with full-sentence commands:

"turn right 15 degrees."

"fire !"

Solution 2:

conversation game : speech input, output

"what did you say?"

- "I said three apples !"

- "Oh free waffles ! "

Solution 3 ??

Simple word commands that aren't that awkward:

o good night! — Good night! Lemme sing you a song

o pass the <noun> to <name>.

- <name1>, pass this <noun rhyme> to <name>.
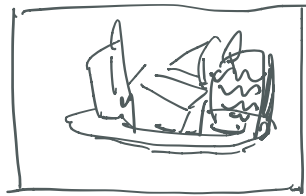
- <name2>, pass this <noun rhyme rhyme> to <name>.

⋮

- <name>, here's your <noun rhyme*n> !

<show a picture>

↳ or "make me some <food>"

- " <name1>, I need some <noun> and <noun> to make <food rhyme>.

- " <name 2>, I need some <noun> and <noun> to make <noun rhyme> and some <noun> and <noun> to make <noan rhyme>.

- "Here's your <noun>, <noun>, <noun> and <noun>!

- "Here's your <noun> and <noun>!

- "Here's your <noun>. Enjoy!

problem: can't really find a way to get the materials / ingredients of food / things unless I hardcode them.

another idea:

pick media articles based on interest
(expressed through speech)
↑
prompted by generated questions

- "how do you like ____ ?"
  "what do you think of ____ ?"

star   firefly   sun

red   dimmer
orange   brighter
yellow
green
blue
purple

larger / bigger

smaller

好感度 { 高 → listen to commands

         低 → fall asleep

1低 —→ leave

- hey < pl (type) >
     type (name)

    first / second (default first)   —→ (which one)
    left / right / top / bottom   —→ direction
    five / seven   —→ quantifier
    type (plural) / name   —→ identifier