

Let me introduce some new wargaming software I've written called "OnScript".

OnScript is software that takes a written sequence of steps, such as a game move sequence, and uses the computer's text-to-speech functionality to audibly articulate these steps.

This is the initial version so I hope it's OK. If you use it let me know what you think.

You can download it here -

<https://sites.google.com/view/onscript/home>

BACKGROUND

I'm mainly a solo wargamer, which comes with its set of challenges. One issue I encounter during solo gaming is the tendency to overlook certain steps within the game's move sequence. If I had a human opponent, they could remind me of these missed actions, but sadly, that's not the case.

I could use a checklist of essential steps to follow during game play. However, this would just add to the tabletop clutter, alongside rule summaries, dice, and rulers. Plus, I would still have to remember to consult the checklist in the heat of the game!

So I developed this solution: an application on my laptop computer that would audibly guide me through a checklist vocalizing each step using the computer's text-to-speech capability. This approach allowed me to maintain focus on the game while receiving audio prompts for what I had to do next.

The key design choice in this solution was having the application advance from one step to the next by pressing the <SPACE> bar. This eliminated the need for constant computer interaction using the mouse and ensured game play was uninterrupted.

I christened the application "OnScript," inspired by the phrase "to stay on script."

While I develop OnScript to help my solo game playing you might be able to find a uses for it if you play 2-person games.

Cheers
Tony