Game Ideas:

*(In order of preference)*

* **Speed typing Test**

*Get the user to replicate a sentence and then gives them their speed and percentage of accuracy*.

* **Word hunt or Anagrams**

*Display a 3x3 letter grid and store all the possible words in a list. Get the user to type the words they can find and type them. Add each word to a different list then compare the list with the possible words list. Gives them a score and replay option. Random generator to choose a different word from perhaps a different list each time the user replays. Or max replay of 10.*

* **Crack the Code** *Display group of letters with a word hidden inside. Numbers representing letters of the alphabet. Levels progressively getting harder.*
* **Memory game**

*Display a series of shapes or objects and then get the user to type their order of appearance. Or answer questions about the pattern.*

* **Math game**

*Get the user to enter numbers that answer math problems or fit in specific ranges.*

* **Simon Says**

*Time bases instructions for the user to follow. Simon can ask questions. E.g. user has 20 seconds to type a sentence.*

What do I want to learn and include?

* Stopwatch/ calculating speed
* Timers
* Displaying images
* Random generators with corresponding lists of answers
* Creating a menu

**Games Compendium**