

FLASH FINGERS



by **Nyiko Ngobeni**

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Names:

Angelo Goliath

Zimvo Mazingisa

Monde Quluba(MQ)

Nyiko Ngobeni

Roles:



- Back end:

Angelo Goliath

Zimvo Mazingisa

Monde Quluba

- Front end:

Angelo Goliath

Zimvo Mazingisa

Monde Quluba

- Documentation:

Nyiko Ngobeni

Presentation roles:

- Introduction and general things:

Nyiko Ngobeni

- Back end:

Angelo Goliath

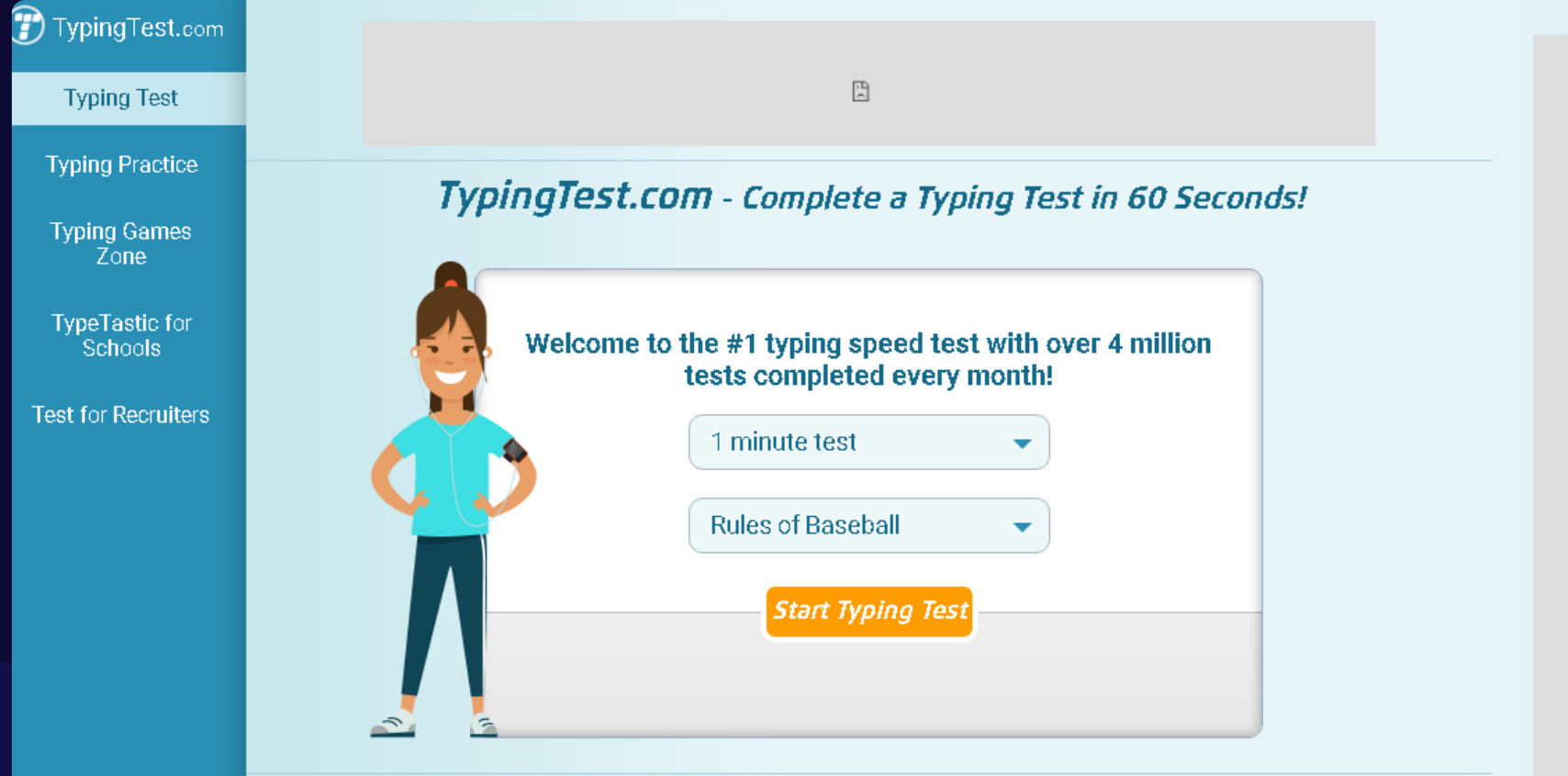
Monde Quluba

- Front end

Zimvo Mazingisa

Nyiko Ngobeni

The game:



- design

the typing adventure game Flash Fingers.

where the user enters a shown sentence as precisely and punctually as feasible. The user will learn about topics relating to medicine and computer science. We have Anime and fun fact areas for indulging.

The length of a sentence that is displayed in the game determines the difficulty level. The fact that each player will have a timer adds to the complexity. There are single-player and multiplayer options

in the game.

A player's ability to complete the text within the allotted time is what determines whether they win or lose. Comparing the errors made by the players and the time they took will be used to select the winner when there are many participants.

Implemetation

For our sample game and back-end, we used Java. We also utilized Android Studio to write java code on the front end. An program that enables the creation of android apps is called android studio. It offers tools that let you alter text, add buttons, and more.

We had to think about the target market for this game, as well as any obstacles that might arise. Having to make a judgment call on our readiness to meet the difficulties also helped us determine which features to include and which to leave out of our game.

Challenges:



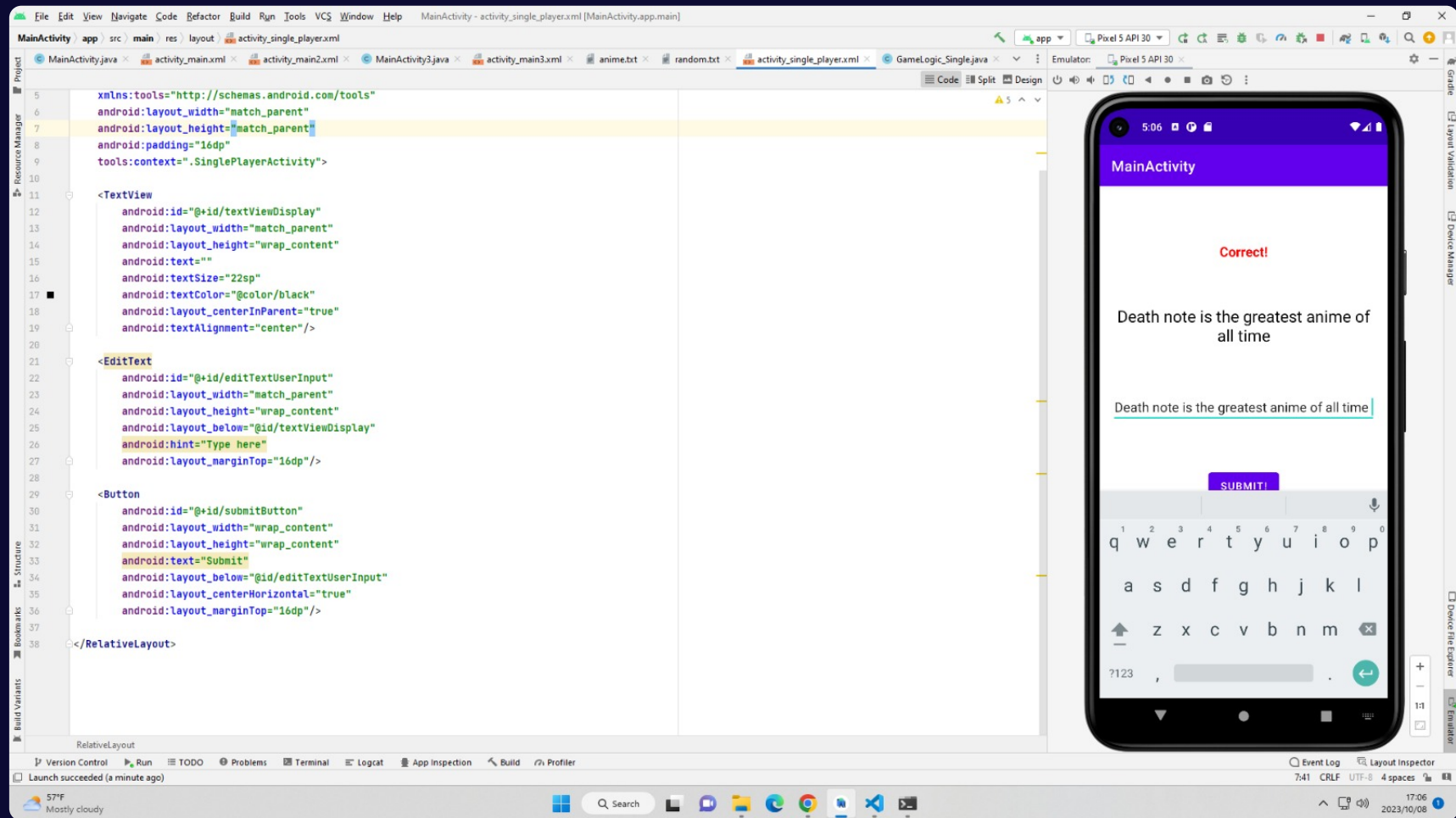
- It was difficult for us to learn Android using Android Studio from scratch.
- There were occasional delays in our work due to scheduling conflicts and time management problems.
- Project work and other schoolwork needed to be balanced, which required careful planning and organization.

lessons

we learned more about:

- teamwork
- string manipulation
- using classes
- being in a big project
- android studio
- time management is important
- trying to balance projects and schoolwork.

code snippets



this is the code that displays and lets the players' enter text.

github repo: Flash-Fingers-proj3ct-X

references

Chen, R., Levy, R. and Eisape, T., 2021. On factors influencing typing time: Insights from a viral online typing game. In *Proceedings of the Annual Meeting of the Cognitive Science Society* (Vol. 43, No. 43).