

CS 351
Project 3
Human Benchmark
Due 10-27-20
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Project Description

- <https://humanbenchmark.com/>
- Human Benchmark is a website that ranks you against other people in the world
- It ranks you based on reaction time, memory, hearing, and overall cognitive ability
- You will be tasked with recreating these mini games using JavaFX
- The mini games are as follows:
 - Reaction Time: tests your reaction time by seeing how quickly you can click a button after the screen changes color.
 - Aim Trainer: times how long it takes you to click 30 targets that randomly appear on the screen.
 - Chimp Test: click the boxes in numerically increasing order. After you click the first box the numbers disappear.
 - Visual Memory: a grid of squares is shown where some of the squares are white and some are not. Then the white squares become the same color as the other squares. The user must click only the squares which were white.
 - Hearing: the user must click the screen when they can hear an audible sound.
 - Typing: times how long it takes the user to type out given paragraph with no mistakes allowed.
 - Number Memory: users must recall an ever increasing number of digits
 - Verbal Memory: users must mark a word as "seen" or "new", 3 strikes and your out.

Project Requirements

- Coding standards must be followed
- Submission guidelines must be followed
- Design documents must be provided for the overall project as well as for each mini game
- Implement all of the mini games described above except for the hearing test
- Come up with your own mini game
- All mini games must be implemented using JavaFX

Submitting Your Project

Submit the link to your CS git project to UNM Learn before the deadline. Make sure your project follows my submission guidelines as given on the course website.