



**PERTANDINGAN KEMAHIRAN
KOLEJ VOKASIONAL
PERINGKAT KEBANGSAAN KALI KE 7
(KVSkills 2023)**

**BIDANG KEMAHIRAN: WEB TECHNOLOGY
(3 JAM)**

MODUL B

**SOALAN PRAKTIKAL
DAN KEPERLUAN ALAT DAN BAHAN**

NAMA: _____

NO. KP: _____

**BAHAGIAN PENDIDIKAN DAN LATIHAN TEKNIKAL VOKASIONAL (BPLTV)
KEMENTERIAN PENDIDIKAN MALAYSIA**

MODULE B (3 HOURS)

CONTENTS

This module has the following files:

Module_B_Media_Files.zip

INTRODUCTION

As a freelancer working in the field of web technologies, you are hired to develop a brand-new website for You need to develop a game named Tales Story Typing Test. This game will measure the number of words you can type correctly in a set amount of time. **Figure 1** shows the basic structure of the game.

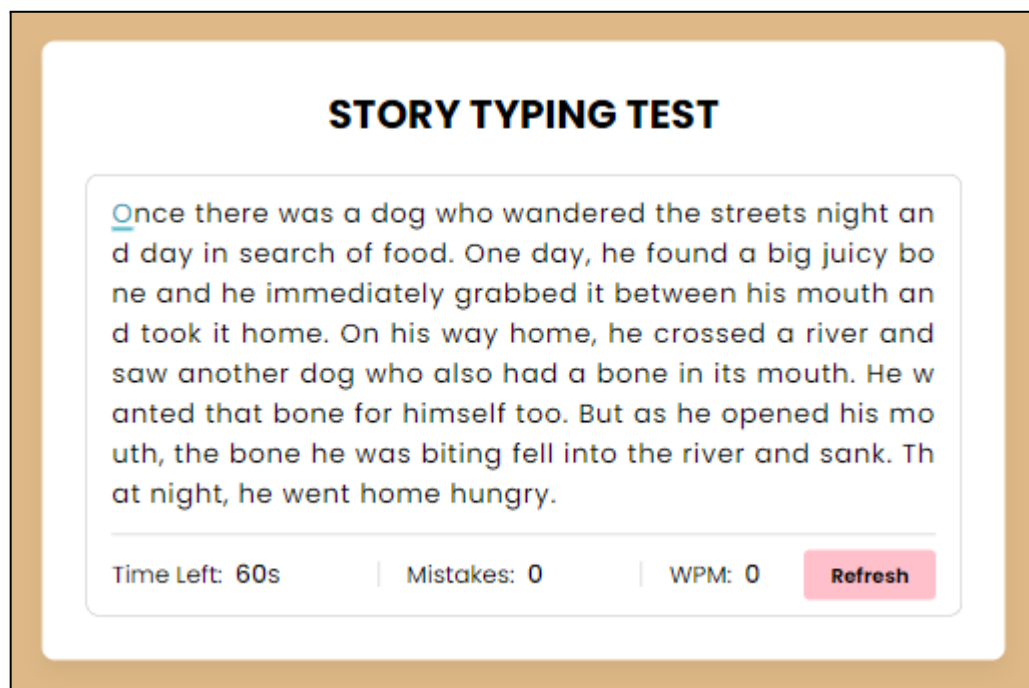


Figure 1 : A sample preview of the game

This game is for learning purposes. You are given 3 hours to complete the task with all design and functionalities. This module mainly tests your web development skills in HTML5, CSS and JavaScript based on the instructions and requirements of the specification provided below.

NOTE: The screenshot serves as a sample only. You are NOT required to follow the same design. You should implement your own design appropriately based on the requirements given (e.g. box of the game and database structure). Please also take note that your game will refresh randomly a new paragraph each time button Refresh is clicked or after finishing the game.

DESCRIPTION OF PROJECT AND TASKS

The application needs to handle the following operations:

1. A structure for box of the game **MUST** contain :
 - a. Title of the game
 - b. Box typed text section
 - c. Highlighted (underscore) for current character.
 - d. Highlighted color for correct character keyed
 - e. Highlighted color for wrong character keyed
 - f. Time left countdown for 60 seconds maximum time
 - g. Mistakes counter
 - h. $\text{WPM (Word Per Minute)} = ((\text{Total character keyed} - \text{total mistakes}) / 5) / (\text{maximum time} - \text{time left}) \times 60$
 - i. Refresh button to refresh the game
2. A database (local storage) structure **MUST** contain :
 - a. Prompt to saved WPM
 - b. If not keyed player name, will be replaced with "Guest" as player name
 - c. Save into the local storage name **WPMrecord** for player name and WPM
 - d. Show top 10 rank current ranking start with the highest WPM
3. A counter to count down after text starts to be keyed in by a keyboard.
4. A character in the typed text must be highlighted (underscored) to show current character to be keyed in by a keyboard starting from the first character to the last character. (**Figure 2**)
5. The highlighted character will be moved to the next character after a key from a keyboard is keyed in.
6. Wrong characters keyed in will coloured with red. (**Figure 3**)
7. Game will stop after the countdown turns to zero and input a player name. (**Figure 4**)
8. Game will store player name and last WPM into a database (local storage) and display top 10 scorers.
9. Game scores are ranked by highest WPM first. (**Figure 5**)
10. Word mistakes will count and show, and will not be saved into a database (local storage).
11. Start button will be Restart Button
12. Clicking on Restart Button will restart the game
13. Consider accessibility and responsiveness (Desktop and mobile). (**Figure 6**)

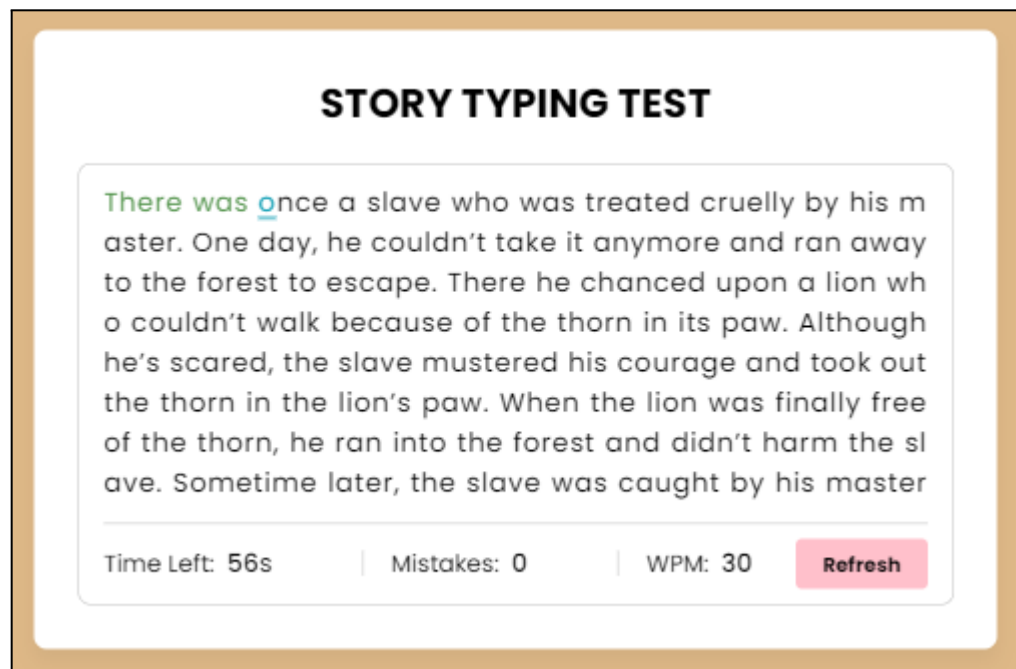


Figure 2 : Time left start countdown when keyboard is pressed



Figure 3 : Highlight correct, wrong, and current character

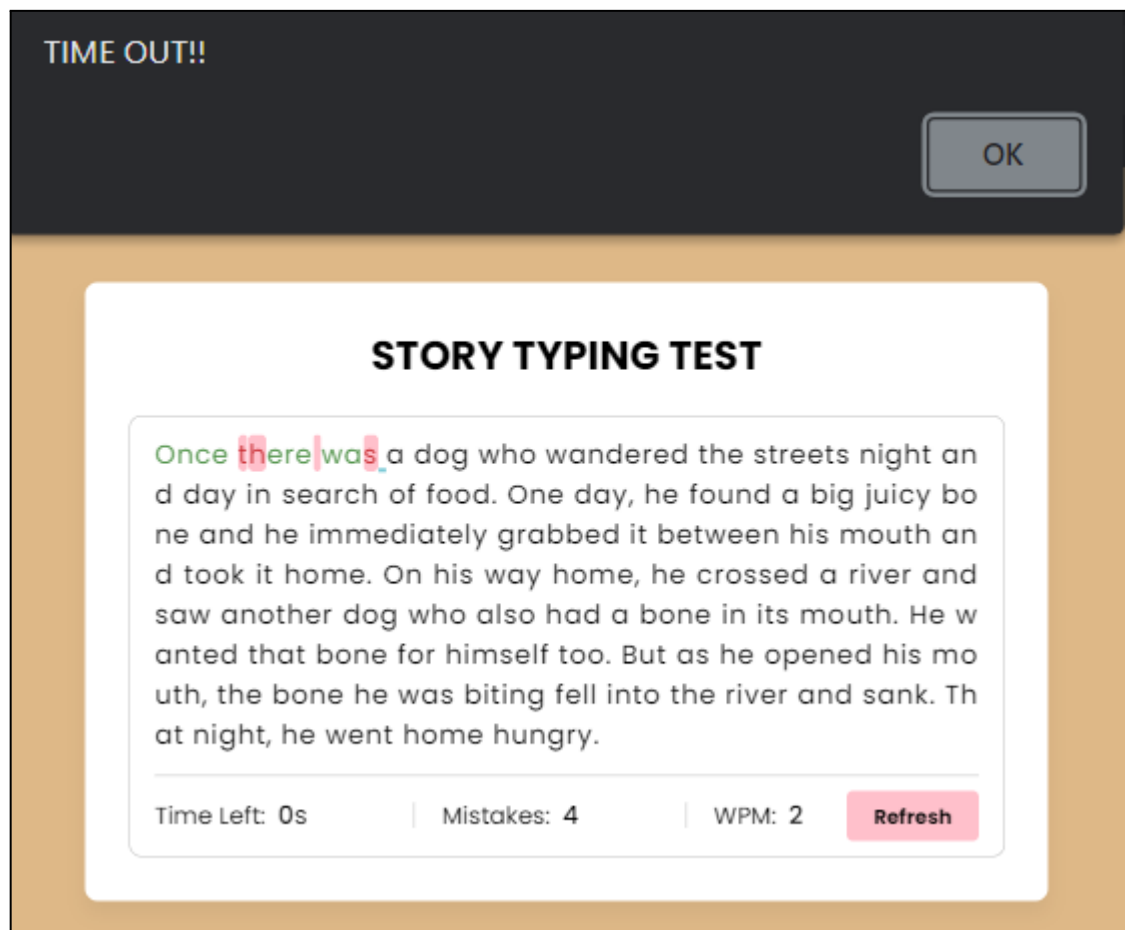


Figure 4 : Stop the game when time left is 0 seconds

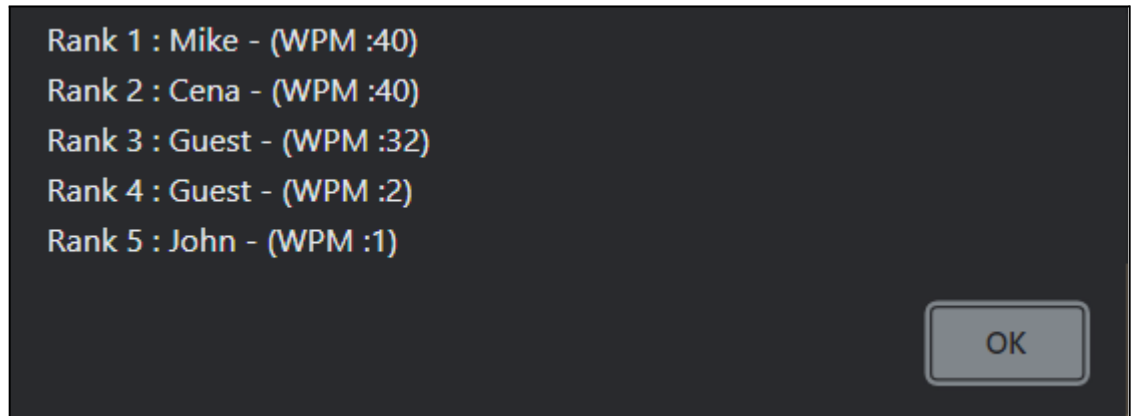


Figure 5 : Ranging for WPM (Must show top 10 rank)

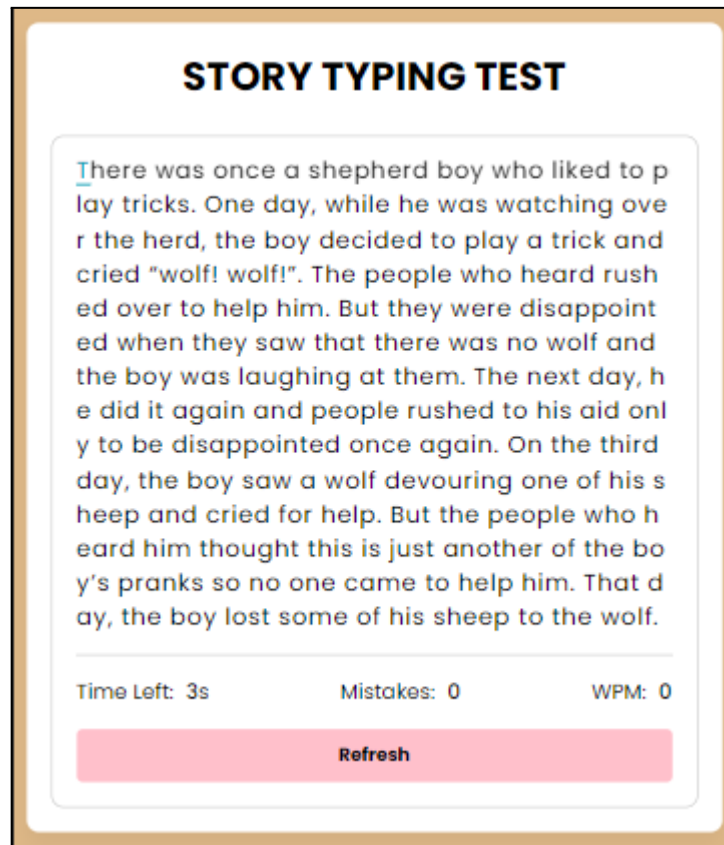


Figure 6 : Accessibility and Responsive

Feel free to add and change as many elements as you like, but the elements should blend in with the given design.

INSTRUCTIONS TO THE COMPETITOR

Save your files in your root directory on the server called "CompetitorID_Module_B", where CompetitorID is your Identification Card number (IC). You cannot use any frameworks, instead you can use the jQuery library provided if you see fit.

MATERIALS PROVIDED

ITEM	DESCRIPTION
jQuery (version 3.4.1)	JavaScript library
paragraphs.js	A text of array to be typed (MUST USE THESE TEXTS)

MARKING SCHEME SUMMARY

SECTION	CRITERION	MAX MARK
B1	Structure	3.0
B2	Functionality	19.0
B3	Design	3.0
Total		25.00