

Keyboard Warrior



Created by
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- A touch typing game that tests users speed and accuracy
- Randomly generates quotes from greek philosophers
- Saves user statistics between sessions
- Colourblind menu options available

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Challenges Faced

With the string comparison function we ran into issues using different comparison methods, some methods, ie comparing the same indexes of strings to each other would give too many errors if only a single character was wrong (eg, “abcdefg” vs “abcdxefg” should only be 1 error, but would give 4 errors).

To fix this we ran a seperate comparison that ignores single character errors, instead checking for how many correctly ordered letters it can find.

However this would also give too many errors (eg, “Thing” vs “Thigg” would give 2 errors when it should really be 1”.

To account for this we give the user the benefit of the doubt returning the smaller number of errors.

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Challenges Faced

On the second day during testing, we found a strange bug where strings with no space characters were being converted into a 'NIL.class' in ruby.

This was particularly strange as when using pry and puts to show the variable class type, it returned a string.

After googling and asking for help we found the only way to solve the problem was to take the string and call the function '.to_s' essentially converting the 'string' into a 'string' again, for some reason this fixed the problem although we weren't able to find a definite answer as to why.

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Future app expansion

- Add a greater range of statistics for the user to go through
- Menu option to view user statistics
- Set preferred text colour
- Pull quotes from different 'Faker' classes for greater variety
- Different Difficulties
- Leaderboard rankings for all saved users
- Challenge Modes
- Better User Interface

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Resources Used

Ruby 2.5.1

GEMs

- Faker
- Colorize

.Date

.IO/Console

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