Using Methods

Java

Lab: Type Quest

1. Use the variety of methods given in the starter.java file
2. Create a type racing game!
   a. Players will choose how to play the game!
      i. 1. They can be given a random sentence out of 100 possibilities
      ii. 2. They can choose 1 of the sentences to type out
         1. People can compete or continue to get better at one sentence
      iii. 3. Quit!