

# Typing War

## Team Mates

- **Matt-**  
Authentication and security  
Websocket connections  
Game challenge logic
- **Jake-**  
Dynamic Web Pages  
User Interface  
Database creation
- **Gannon-**  
Game features  
Poster designer  
Concept designer

## What is Typing War?

Typing war is a typing game. It pits two players against each other. Both players are trying type out words from a list, however, each player has the ability to screw up the other player's work. This mean that even when a player has already typed a word the opponent is able to edit or delete the word, costing the player points and time

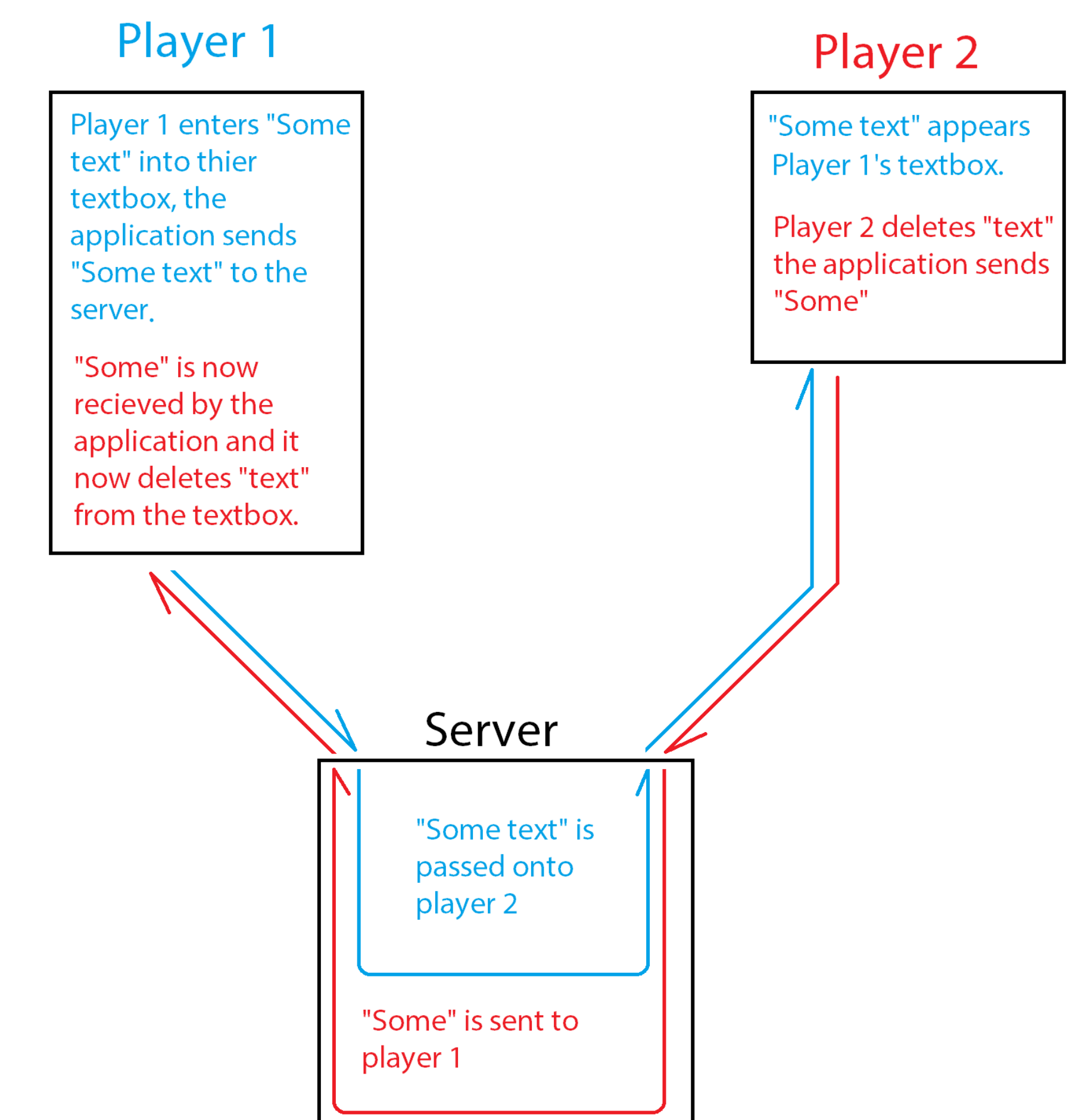
## How does it work?

Our application uses web sockets to send messages. Sockets can be thought of as a communication line between two computers. When a user edits some text a message is sent through a socket to our server. Our server makes sure the edit is a valid move, then sends a message to the opponent through another socket. The opponent's text is updated to display what the other user added.

## The Technology behind it:

Our application uses RSA-2048 asymmetric encryption coupled with SHA-256 signature hashing to protect user information on its way to the server, so that attackers listening to your connection can't get their hands on your data. User information is stored in a sqlite3 database for use by the server.

## What is being sent



## Technology Stack

