So far, I've built the foundation of my typing speed challenge with the first couple pages operating as intended. I've successfully created a main menu window with navigation, name input, and buttons to start the game, view the leaderboard, or exit the application. I also developed a secondary game window that displays a sentence for the user to type, accepts input, and calculates typing accuracy and character count when submitted. To complete the game, I still need to implement a countdown timer, generate random sentences for each round, calculate words per minute (WPM), store and display leaderboard scores, and perform input validation testing. I also haven’t written the user manual, but I plan on completing that once the program is finished. I’ve had some real fun writing and learning the padding and wrapping text for python since I've worked with html and css before and really enjoyed that. I don’t have any major issues and the small issues have been easily resolved with a few google searches; most of which were just phrasing and organizational coding questions.