**Final Project Proposal**

GUI based game in C

**Background:**

Slow typing speed is an issue. Usually, the reason for slow typing speed is typing by looking for the keys in the keyboard. Often it’s not very good for our neck joints to look to and fro between PC screen and keyboard. My project aims to element just that.

**Objective:**

My project will focus on making the users know by heart where each key is on the keyboard.

**Features:**

1. The background will be a keyboard of empty slots where initially for 5 seconds a random key at it’s place will show up and the user will need to press that key on the user’s keyboard
2. Gradually the key-show-time will reduce.
3. The game will run for a certain amount of time.
4. User can also exit the game by pressing Esc or the ‘cross’ on screen.
5. User will get a 0 for missed key, -1 for wrong press and 0.1 to 1 for right press, depending on the time taken to press the key, less time will result in higher points.
6. At the end, it will show user’s cumulative point over one game.

**Conclusion:**

My project will be an engaging and fun learning environment on the particular course “Typing speed”.