https://dle.plymouth.ac.uk/pluginfile.php/3242871/mod\_resource/content/0/COMP1004%20-%20Assessment.pdf

Backlog

* User stories
  + As a user, I want to be able to measure my typing speed in wpm (word per minute).
  + As a user, I want an option to stay logged in, so that I don’t have to enter my credentials every time.
  + As a user, I want to see an error message if I enter incorrect login.
  + As a user, I want to see my typing speed scores stored and displayed within a graph to be able to track my progress which is linked to my account.
  + As a user, I want to be able to have options of texts to test typing ability against. (e.g word vs paragraphs)
  + As a user, I want to be able to pick if the text I’m choosing to test against has punctuation or capital letters.
  + As a user, I want to be able to pick how long the typing test will be.
  + As a user, I want to be able to see a digital 2d keyboard lighting up and showing me the keys, I inputted.
  + As a user, I want to see which words/letter I’ve made a mistake on and the ability to change my mistakes during the test.

Using SCRUM SDLC – in first sprint, Creation of introduction + sdlc description -> start of initial sprint explanation -> planning phase + start of design phase.

* Make skeleton of code

**Introduction**

In this report, I will be describing the methodology of how I created my project; showing my planning, design of my coursework for the COMP1004 module. The project I've chosen is a single page web application of a typing test website, like available resources such as Monkeytype.com or typingtest.com.

**Software Development Lifecycle**

During this project, I am using the AGILE methodology, using the SCRUM model to achieve my project, having a scrum meeting at the beginning of every two weeks to outline what my aim is during the 2-week sprint.

In my first meeting, here is my objectives:

Meeting - 1/11/2023,

* Skeleton outline of webpage
  + A place to write and display words for them to write
  + Put html learning in practice – is current blocker; Mozilla html for help
* Finish introduction
* Use notepad++ and open document with chrome
* Write project vision

Change to from moving difficulty options to “easy,hard , medium” but punctation , capitals or proper texts, allowing to pick one or multiple of them at the same time

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| --- | --- | --- | --- |
| **SPRINT 1 (WEEK 1 & 2)** | **SPRINT 2 (WEEK 3 – 4)** | **SPRINT 3 (WEEK 4-6)** | **SPRINT 4 (WEEK 7-8)** |
| **Goals**  - Create and display user stories  - Create a flowchart to display the logic of website  (basic logic to be used in prototype)  - Create a wireframe using Figma (UI)  -Create UML for prototype logic | **Goals**  - Create a skeleton of the code  - To amend ULM + Flowchart to match actual logic if any mistakes  - Adhere to wireframe - Create a working prototype   * Can do a 60second typing test for randomised array of words * Gets WPM (words per minute) | **Goals**  - Create new ULM to show new structure  - Redo UI to fit the wireframe  - Implement the feature to change the timer of typing test  - Display WPM + timer onto website rather than console  - Make correctly inputted words autodelete on submit  - Creation of proper testing  - randomised input array generation | **Goals**  **-** Create ULM to show new structure  - implementation of difficulty/timer options  - show live wpm and display it  - make login system, and store their data to be accessed later (so can sign out and sign back and to record their times) - as securely as possible for Uni project |
| **Status**  - Completed  - Goals met | **Status**  - Completed  - Goals not met | **Status**  **-** Completed  - Goals met | **Status** |
| **Next steps**  - Using UML and flowchart as base create a working prototype | **Next Steps**  **-** Adhering to the wireframe UI design  - Implementing new features  Time options and difficulty options+ pseudo-random expected inputs  - Polish of previous features  words get auto deleted in input box, WPM + timer displayed on website not console + randomised array IS NOT DONE | **Next Steps**  - implementation of difficulty/timer options  - Letters go red if incorrect, or green if correct  - creation of new Ulm to show structure  - gather user feedback from close friends  - Reconsider UI |  |

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| TEST | EXPECTED OUTPUT | ACTUAL OUTPUT | PASSED (Y/N) |
| On validate input (after pressing space), accept it and deletes word from display |  |  | Y |
| Recognises validate input automatically, and submits it |  |  | Y |
| Randomise word\_bank |  |  | Y |
| Display WPM at the end of test, calculated by time and number of characters |  |  | Y |
| Have a test of 1 minute (by default) |  |  | Y |
| Display option to change timer |  |  | Y |
| Have a test of 30s (after using options) |  |  | Y |
| Have a test of 90s (after using options) |  |  | Y |
| Have a test of 120s (after using options) |  |  | Y |
| WPM is updated live, displaying predicted if current speed is maintained |  |  | N |
| UI adheres to wireframe |  |  | Y |
| Display option to change difficulty |  |  | Y |
| Implements punctuation |  |  | N |
| Implements capitalisation |  |  | N |
| Implements paragraphs |  |  | N |
| Clicking log shows username and password input boxes |  |  | N |
| Allows user to create an account |  |  | N |
| allows user information to be stored and to be able to login at a later date |  |  | N |
| User’s wpm is stored |  |  | N |
| Graph is made based on user wpm |  |  | N |
| On text box, text goes red if error made in inputbox |  |  | Y |
| On text box, text goes green if no error is found |  |  | Y |
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