# **Introduction**

Falling words is a game that allows a user to test their typing speed. Words fall at different speeds and they must be caught (user input) before they fall off the screen (panel). The objective of this report is to show how the game was made successful using java concurrency methods.

# **Method**

The skeleton code that was provided was insufficient to ensure that the game runs efficiently and therefore the following modifications were made.

#### **Controller**

This is a class that handles most of the work of the game. This class was added to help the game stick to Model View Controller. Controller updates the view

## **Concurrency**

## **MVP**

## **Validation**

# **Conclusion**