

## Part 6 Individual Report

Overall, I believe that my team, Spinning Dog Cube worked well together. I think our project reflects that statement. Even though we couldn't implement all our desired functionalities, we came up with a decent demo in a short period of time, learning as we went. The demo presents the main game function of our project. The user can type against a set word per minute pace and receive feedback after every character entered. The user can also use backspace to delete incorrect character entries. We have also included plans regarding the scoring system, database, and words per minute metrics in our repository. Regarding relevance, I believe this project can be utilized in education when considering that it combines the efforts of improving typing skills and strengthening vocabulary.

The new organization should continue development towards a database of excerpts, scoring system, improvement of user interface, multiple pages (including menu and settings), ability to choose a specific type of excerpt, and inclusion of postgame feedback that identifies missed words and their definitions. The focus of the project should shift to streaming in excerpts into the game that the user can choose from. One of the key features of this project is the ability to choose from excerpts of different topics and vocabularies. This functionality would be implemented mainly through the database and collecting the appropriate excerpts to filter through.

I would rate my team's performance highly. We met all the set project deadlines and received positive feedback. As a team, we meet weekly and delegated tasks efficiently. We utilized GitHub as a resource and are accustomed to using git to push and pull changes. All team members can collaborate and add to each other's code.

My contributions to the project included the development of the color code feedback feature. This feature provides feedback to users every time a character is entered via colors (different css classes). I developed the demo to demonstrate this functionality using HTML, JavaScript, and css. Additionally, I

have contributed to all our documentations, designed the behavioral model, participated in all meetings and code reviews, and wrote tests for the demo.

In conclusion, I believe this project has great potential when considering its ability to help learners develop typing skills and improve vocabulary. The product could be used at schools or by anyone with access to the internet. The competitiveness of racing against a typing “ghost” will motivate users to use the product more and improve their skills. A product like Ghost Writer will help people integrate into the growing expansion of tech.