

1. Brainstorm ideas
2. Profile (Facts about people who are going to be on my website)
3. Checklist (Steps to make my website)
4. Google slides presentation (customer profile)
5. Purpose statement
 - a. What
 - b. Who
 - c. Why
 - d. (Will people use it?)
 - e. **Must do final statement (combine what who why)**
6. Research
7. Figma

Brainstorm

- Something with typing?
- Falling objects
- Catch the objects by typing something that can hold that falling object
- Different difficulties
- Database for a leaderboard function (maybe)

Profile

- Should be interested in improving their typing skills/type for fun.
- Looking for a fun alternative to traditional typing games
- Friends/family who want to try it out

Checklist

- Create a figma design
- Create a basic layout of the website with liminal css and no js
- Learn what I need to learn in order to code frontend/maybe backend.
- Make a database for a leaderboard
- Code basic functions in js
- Polish up css
- Ask for recommendations and add them if necessary
- Test all features
- DONE!

Purpose statement

- Who

- Friends who are interested in my work.
 - Them synchrony graders.
 - People who are genuinely interested in improving their typing.
- What
 - Use it for passing time casually
 - Use it for competitive use (leaderboards)
 - Use it to increase typing speed
- Why
 - Just for fun; I want to show it to my friends. (See what they think). Also because I have no other ideas hehe.
- Purpose statement
 - This website is for friends, family, people who just want to pass their free time, or improve their typing. I want to make this because I want to further increase my knowledge in backend and to also just make a fun project for my personal use as well as to other people I know.

Research

- Different typing websites
 - <https://monkeytype.com/>
 - <https://www.nitrotype.com/>
 - <https://zty.pe/>
 - <https://www.typing.com/>
- Different advantages/disadvantages of each
 - Monkeytype is minimalistic and is used not for fun but mainly for increasing typing speed. [Typing.com](#) is also the same case here. However, [typing.com](#) has more of a course-like structure built like an actual learning website. Ztype and nitrotype are made to grab the user's attention and act like a game. What I want to do is lean more towards the game aspect rather than the learning aspect of typing games.