

#### **Project Final Report**

## Typelt.io

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### **Group Members**

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#### Introduction

Touch typing proved to be one of the more sought after skills in our increasingly digitized world. In contrast to hunt-and-peck or two-fingered typing, users can quickly input their intended value into the computer system without the need to frequently switch their eyesight between the monitor laptop and their keyboard. This results in greater work efficiency and better ergonomic posture as a whole. We decided to develop a typing website which simulates a game to encourage the player to stay attentive and invested.

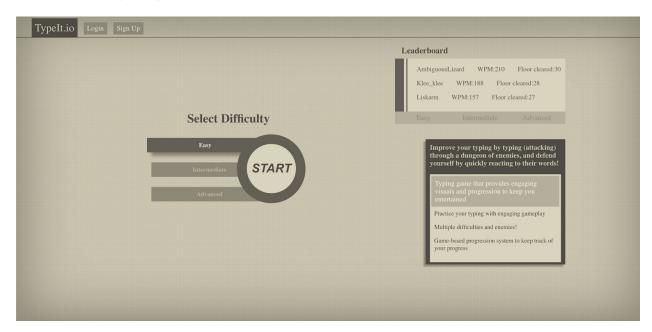
Many of the already pre-existing touch typing websites provide only a few quotes or a collection of some random words for their users to practice on. This may prove to be lacking in terms of engagement by one of their main user groups, Grade 4-9 students. By coupling this with the interesting graphical interface similar to that of a game, students can both get to both practice their touch typing skills and have fun at the same time.

Another user group we have in mind are keyboard enthusiasts who may have recently switched to the smaller form factor keyboard without certain rows of input, or a new keyboard layout like Dvorak or Workman to better fit their own usage. This website should be able to help them adjust to typing actual text better, and giving these users a large amount of text they can choose to practice on their own to better adapt to their new keyboard/keyboard layout.

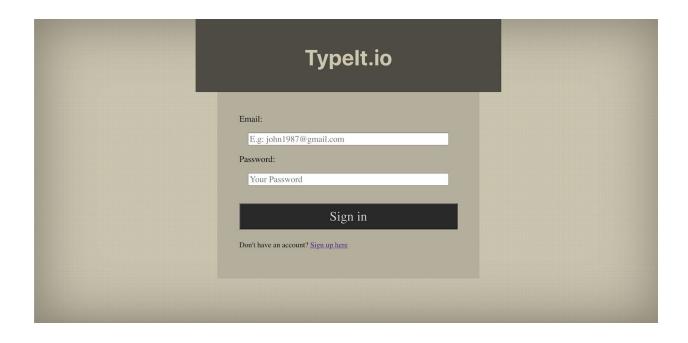
While typing, the amount of time and floor cleared statistics will be collected in order to help the user track their own progress should they be registered with our website.

#### **Screen captures**

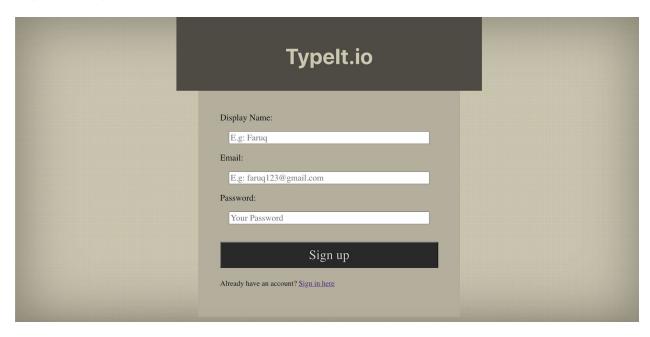
#### Main Landing Page



#### Login Page



#### Signup Page



#### Typing Game Page





#### Game Over Page

