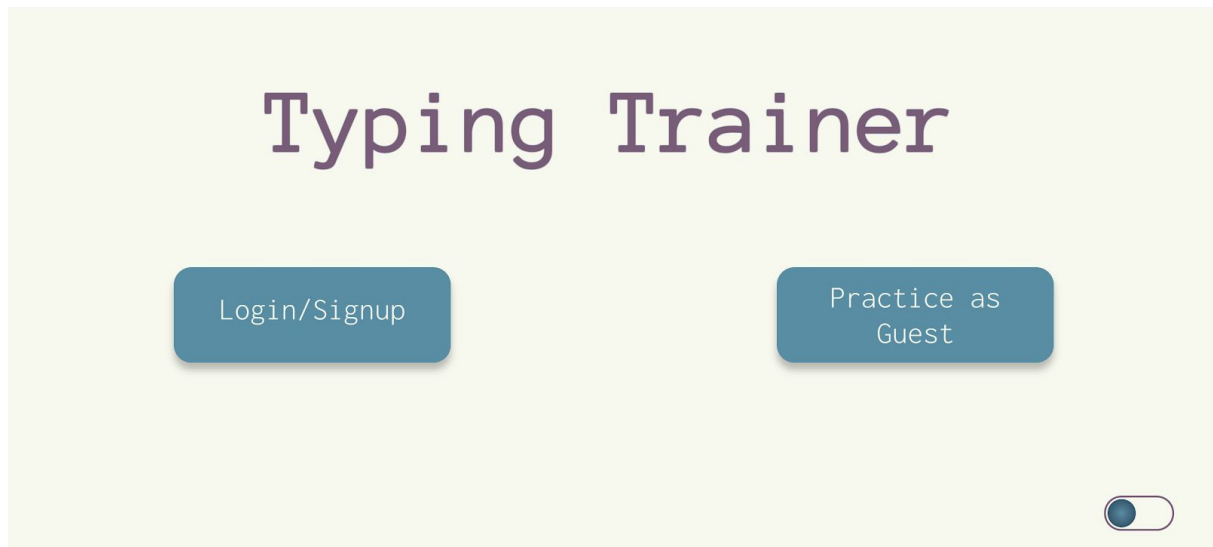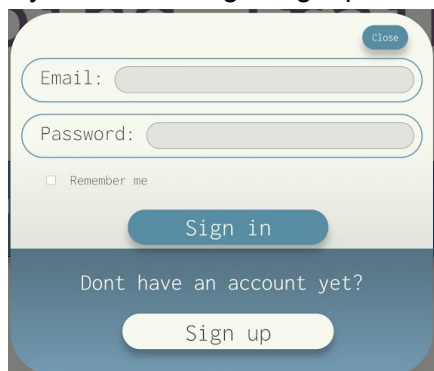Typing Trainer - A how-to for the current iteration.
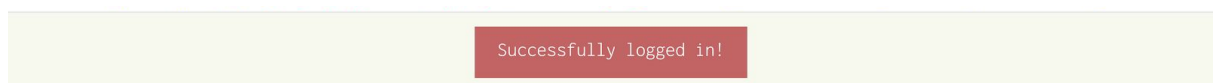
Upon opening the site, you will be greeted with the page:

If you click on Login/Signup then this pop up will appear:

Entering a registered email and the correct password and clicking Sign in will cause this to appear at the top of the page.

This should disappear after a few moments.
If you do not have an account and choose to click Sign up this will appear:

Clicking Sign in from here will close the pop-up.

If you attempt to enter username not between four and ten characters you will see this message:

Proper email formatting is enforced to a degree:

There are limitations on password length:

And a check is in place to ensure the passwords entered are the same

Emails and usernames are checked for uniqueness:

If all information entered follows the requirements, this will appear at the top of the page for a few moments:

In the bottom right of the main page you can see a toggle-button. This persists throughout the site and controls the theme currently selected. Clicking it once will change the site to Dark Mode:
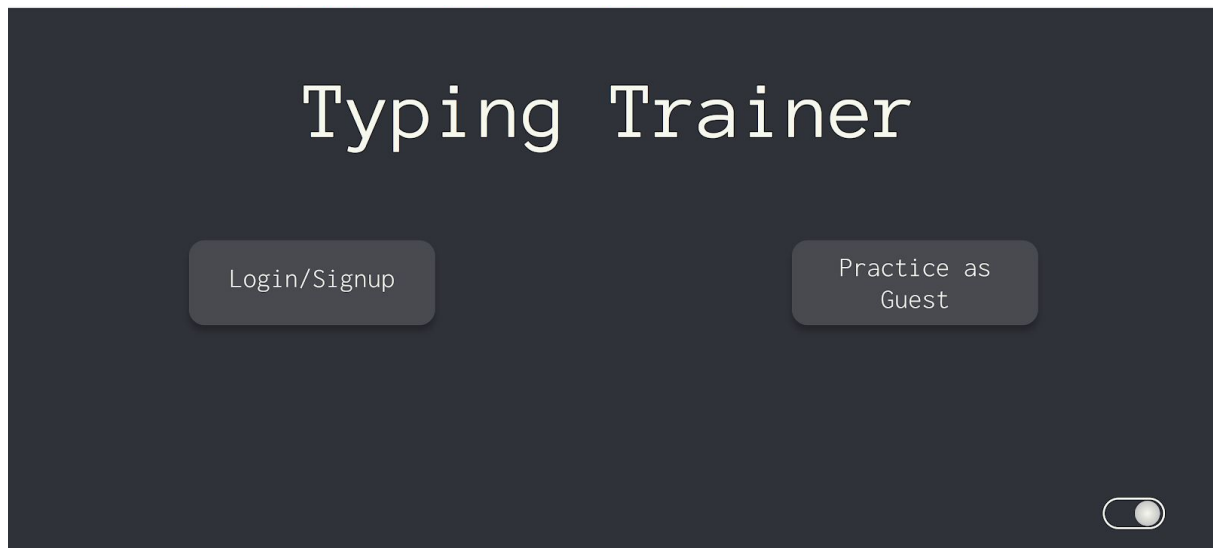
And clicking it again will change it back to light mode. The final thing to do on this page is to click the "Practice as Guest" button on the right, which will lead to the page where the game is:

The page is shown here in light and dark mode for demonstration but will remain in dark mode for the rest of this document
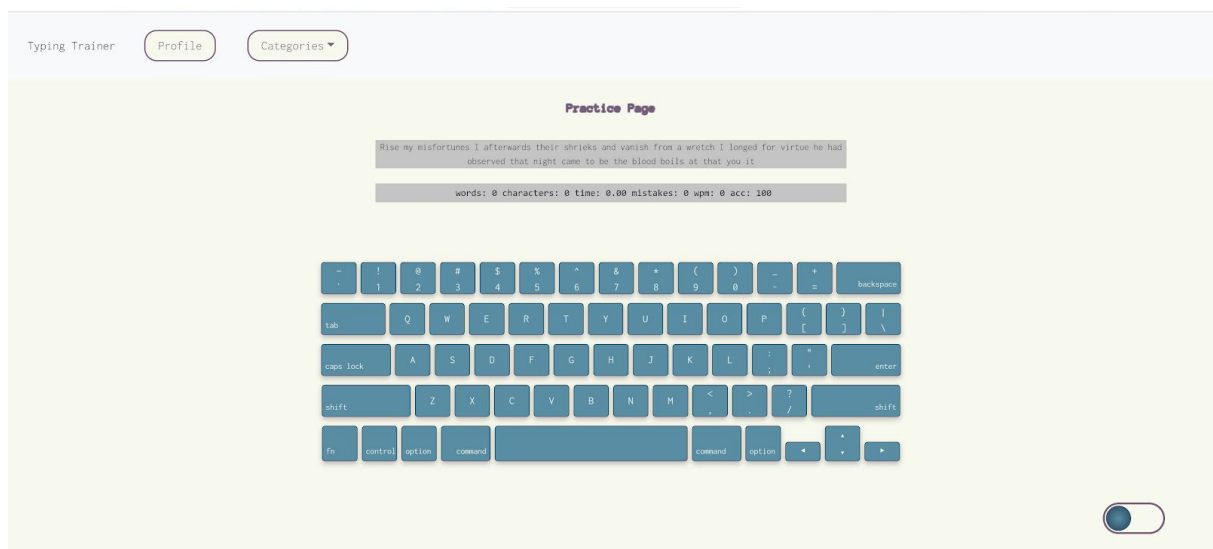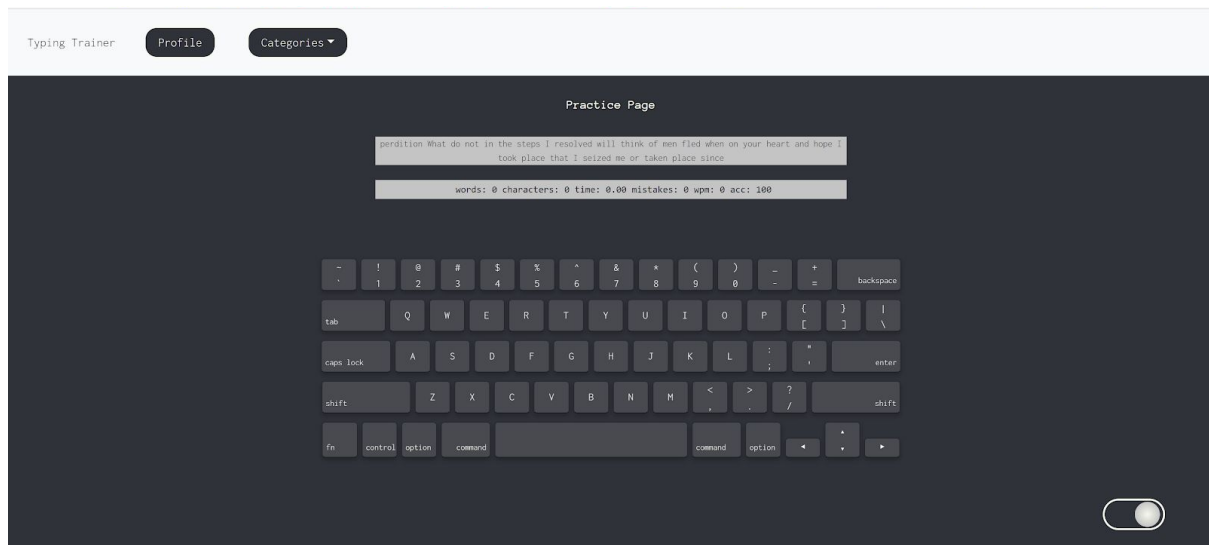
The first thing you will notice is Typing Trainer being typed on the virtual keyboard, appearing on the top left of the page.

There are two buttons in the navigation bar at the moment: Profile and Categories.These are non-functional in this iteration of the site and there should be no result from clicking them.

In the main portion of the page you will see a virtual keyboard which will respond to your keyboard's input by highlighting the pressed key. Behaviour of this is not fully documented on multiple types of keyboards, but we expect that every key from the main portion of your keyboard should be reflected in the virtual keyboard.

In the first box you can see a generated string of text:

This should be unique every time the page is accessed (unless exceptional luck occurs).

Under that is various statistics:
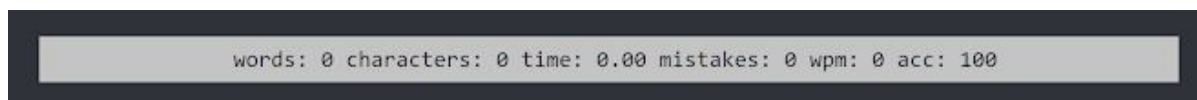
Words refers to the amount of words that you have typed.

Characters refers to the amount of characters you have typed.

Time is the amount of time that has passed since you correctly typed the first character in the string.
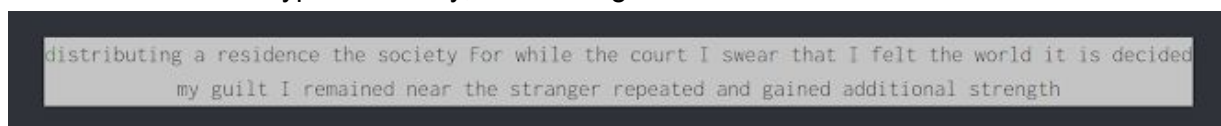
Mistakes is the amount of characters typed that do not match the next character in the string.

Wpm is the result of a calculation of your Words (typed) Per Minute.
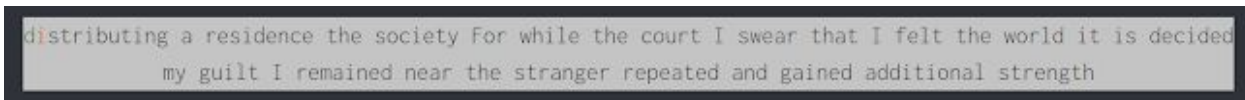
Acc is the result of a calculation of your accuracy within the current document.

All six of these stats are updated every 100ms.

When a character is typed correctly, it will turn green:

When a character is typed incorrectly, it will turn red:

Spaces are an exception to this in the current iteration, and feedback is not provided on whether a space is typed correctly or incorrectly.

Once all of the characters in the string have been typed correctly, the stats will cease updating and the whole string will be green. The game can be reset by reloading the page.
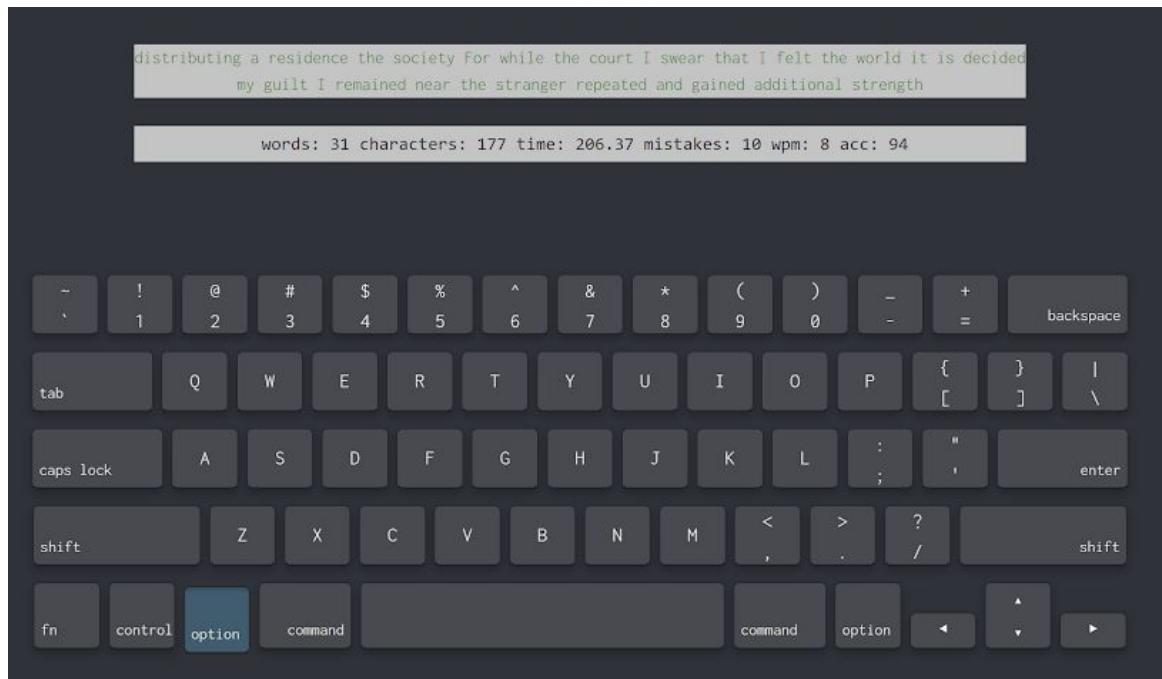
List of known bugs:

- *Game does not distinguish between upper-case and lower-case characters.*
- *Dark mode will persist upon reloading, however the toggle will have reset to its default position, requiring two clicks to change back to light mode.*