Project Description:

The Word Typer Game is a web-based word typing game designed to challenge players' typing skills and word recognition. The game provides an interactive environment where users can type words based on specific rules and earn points for correctly typed words. The game incorporates features such as word validation, score tracking, and storage of user progress.

Feature List (User Requirements):

1. Word Typing:
   - Users should be able to type words in an input field.
   - The game should validate the typed word based on specific rules.
   - Typed words should be checked for uniqueness.

2. Score Tracking:
   - The game should keep track of the user's score.
   - Points should be awarded for correctly typed words.

3. Used Words Display:
   - Users should be able to view the list of words they have already typed.
   - The list of used words should be displayed in a scrollable container.

4. Progress Storage:
   - The game should store the user's progress, including typed words and score.
   - User progress should be saved locally to allow resuming the game later.

List of Technical Tasks for Each Feature (Software Requirements):

1. Word Typing:
   - Implement an input field to capture user input.
   - Create a function to validate the typed word based on game rules.
   - Implement logic to check the uniqueness of typed words.

2. Score Tracking:
   - Create a variable to store and update the user's score.
   - Implement a function to award points for correctly typed words.

3. Used Words Display:
   - Design and implement a scrollable container to display the list of used words.
   - Create a function to dynamically update the used words list when new words are typed.

4. Progress Storage:
   - Utilize local storage to store the user's progress.

- Implement functions to save and retrieve typed words and score from local storage.