Make a keyboard game based on reaction time and keyboard skill

Output a random letter or number.

Accept an input

If the input is the same as the output, player gets points

Player gets points based on how many inputs they get right

If they get an input incorrect, -1 point

Consecutive incorrects = more points deducted

60 seconds

1.5 seconds between each output

For simplicity, chcars will only be a-z

Functions: Bool. Outputting RANDOM characters and accepting input characters. If input is the same as the output, return true

int Point counter: whenever the Output/input char returns true, mark the point up.

Timer: If the output/input function returns true WITHIN 1.5 seconds, amount of points rewarded is max. If its MORE than 1.5 seconds, award 80%. Every .5 seconds decreases reward points by 20%.

Point deductor: deducts the points IF output/input function returns false.

Point multiplier: multiplies points based on ongoing streak of 10+ correct inputs. Also rewards based on how many correct inputs per 10 seconds.

Game logic

Menu(Scoreboard, start game)

Start game:

Input 3 len string name

“Get ready to start game” string

Game phase:

For one whole minute

Output a character

Start a timer

Timer ends when user inputs correct character(func returns true)

If user inputs char incorrectly, call a function which subtracts from user total points

If user inputs character correctly, give the point value

Point deductor will act on the point value given. If certain amount of time is surpassed or wrong char input, point deductor will be called.