

Engineering 1st Semester Project Proposal

Project Title: Typing Tutor Game.

Prepared By: Shreemsha Ghimire, Abhimanu Kumar Gupta, Pravash Kumar Yadav.

Date:
12/01/2022

Problem/Opportunity:

1. Improve Typing speed and accuracy:

The proposed game evaluates users speed and accuracy of typing skill by displaying the percentage accuracy and total number of words typed per minute. Hence it helps the user improve their typing speed.

2. Enhancing the vocabulary :

The presented game also helps increase the user's vocabulary because the program also displays the dictionary meaning of the word or the sentence along with the word so that the user can also understand any new words that they are typing.

3. Enjoying :

The process of learning or improving one's typing skill is usually a boring and tedious process, however, with the proposed game learning typing becomes a much more bearable and even a fun activity.

Strategic Planning and Mandates:

1. Learning three skills at once:

The traditional typing game only focuses on the user's typing skill while the presented game not only focuses on increasing the user speed but also enhances their accuracy along with their vocabulary.

2. Three level to play from:

The suggested game has three levels based on the difficulty of the typing words or sentences. The user can choose the level based on their skill:

- Beginner (Limited experience, easier or commonly used words)
- Intermediate (Some unique and other commonly used words)
- Expert (Unique and advanced words or lengthier sentences)

Project Type :

This is a run time project that focuses on upgrading user's typing skill: Speed, Accuracy and Vocabulary . It has user friendly interface and makes the process of enhancing their typing skills fun and enjoyable instead of tedious and boring.

Main Goals Statement:

- The main goal of our project is to provide a game that helps the user to improve their typing skills in a fun and enjoyable way.
- The game displays the word or sentence that the user needs to type along with its meaning to help the user increase their vocabulary, speed and accuracy .

Objectives :

- To increase speed while typing.
- To improve accuracy while typing.
- To help the user enhance their vocabulary.
- To implement the knowledge of programming and features of C.

Project Steps:

- The first and foremost objective of the project is to evaluate user's speed and accuracy of typing skill and hence helps the user improve their typing speed.
- The welcome screen will give user a general overview and instruction on how to play the typing game and difficulty level of typing.
- The actual game displays the word or sentence that the user needs to type along with its meaning to help the user increase their vocabulary.
- Moreover after the game is completed, it shows the accuracy and typing speed of the user.
- The proposed project uses features of C such as Functions, Switch case, Loop, String etc.

PURBANCHAL UNIVERSITY

College of Information Technology and Engineering

Subidhnagar, Tinkune, Kathmandu



Project on: C Programming Language

Project Title: Typing Tutor Game

Submitted By :

Shreemsha Ghimire

Pravash Kumar Yadav

Abhimanu Kumar Gupta

Submitted To :

Rojil Shrestha