Full-Stack Project Analysis

Project pitch

Title: MR Typer

Description: MR Typer allows users to register, log in, and track their typing progress. Users can take typing tests, compete with others in real-time, and view their rankings on the leaderboard. They can also participate in tournaments to challenge their skills and aim for the top spot.

User Story

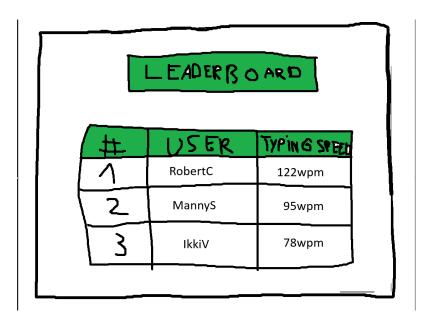
1. Story - view leaderboard

As a user,

I want to view the leaderboard.

so that I can see the top players and compare my progress with theirs.

Wireframe



- The leaderboard should display users with the highest typing speeds.
- Typing speed should be displayed in WPM (words per minute).
- The leaderboard should be accessible from the dashboard.

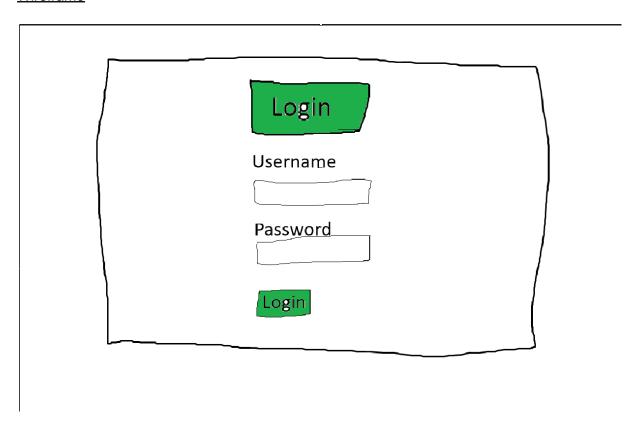
2. Story – login

As a user,

I want to log in to my account,

so that I can track my typing progress and improve my skills over time.

Wireframe



- If the username or password fields are left empty, an error message should prompt the user to fill in the required fields.
- Display a message for invalid credentials, like "Invalid username or password."
- The login button should remain disabled until both the username and password fields are filled.
- Upon entering correct credentials, the user should be redirected to the typing dashboard with a message like "Welcome back".

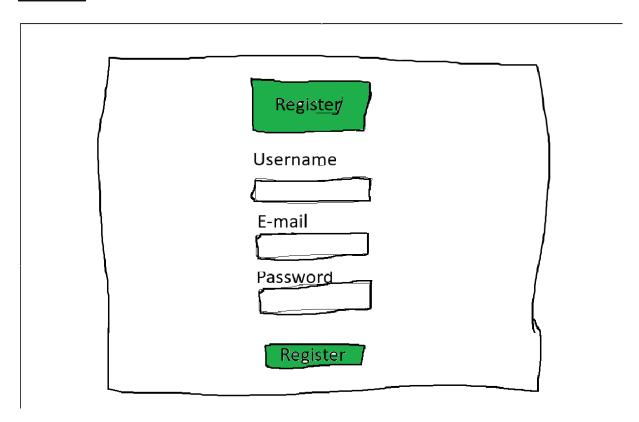
3. Story - register

As a user,

I want to register an account,

so that I can track my typing progress and improve my skills over time.

Wireframe



- If the username, email, or password fields are left empty, an error message should prompt the user to complete all fields.
- The email field should validate that a properly formatted email address is provided (e.g., "example@domain.com").
- Ensure the password meets certain criteria, such as minimum length, use of both letters and numbers, etc.
- The user should receive a confirmation message after successful registration.

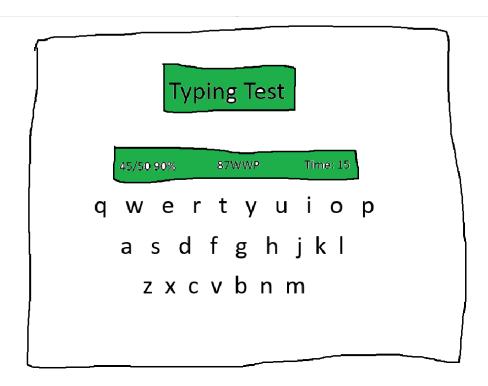
4. Story - Typing Test

As a user,

I want to take a typing test,

so that I can measure my typing speed and accuracy.

Wireframe



- Display a passage for users to type within a set time limit.
- Track and display the user's typing speed in WPM during and after the test.
- Display the accuracy rate as a percentage (errors vs. correct entries).
- Provide an option to retake the test or exit to the dashboard after completion.

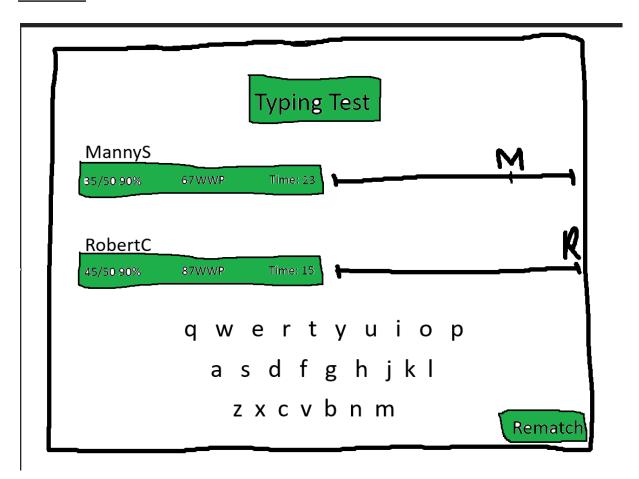
5. Story - Play Against Friends

As a user,

I want to challenge my friends to a typing match,

so that we can compete and see who types faster.

Wireframe



- Allow users to invite friends to a real-time typing match via a link or friend invite.
- Both players' WPM and accuracy should be tracked in real-time during the match.
- Display the winner based on the highest WPM and accuracy after the match ends.
- Provide the option for a rematch or returning to the dashboard.

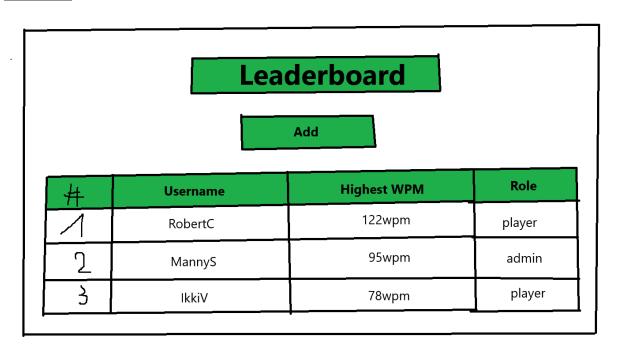
6. Story - Add profile to leaderboard

As a admin,

I want to add a profile to the leaderboard,

so that I can see the top players and add players to the list.

Wireframe



- The leaderboard should display profiles with the highest typing speeds.
- Typing speed should be displayed in WPM (words per minute).
- The leaderboard should be accessible from the dashboard.
- Admins should have the ability to manually add users from the leaderboard.

