Recent Open source Project Lab (ITM 301)

PROPOSAL

Typing Accelerator

S. E. Information Technology

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Mini Project Proposal

Project Title	Typing Accelerator
Project Members (Mention Leader in Bold)	Ganesh Podeti Gargi Pungle Valeska Rosario **Dharamveer Saw**
Motivation	We mainly need fast typing speed while we are coding that the reason one of our team member used to practice typing online this increased her typing speed when we got to know this we thought to don something on our own and make our own typing game which gives us a practice for typing
Problem Statement	Conventional typing tutorials lack engagement and motivation, hindering effective skill development. There is a need for an interactive, gamified platform, like "Type Accelerator," to enhance typing speed and accuracy while making the learning process enjoyable.
Objectives	Making daily typing practice a fun and learning experience
Description	"Typing Accelerator" is a gamified typing platform that turns typing practice into a fun and competitive experience, helping users boost their typing speed and accuracy.
Proposed Solution (Method /Approach)	1. User-Friendly Interface 2. Typing Lessons 3. Real-Time Feedback 4. Practice Modules 5. Customizable Goals
System Design and Requirements	1. Operating System: Typically, web-based typing games are platform-independent and can be played on Windows, macOS, or Linux. 2.Web Browser: Most modern web browsers such as Google Chrome, Mozilla Firefox, Microsoft Edge, and Safari are suitable for playing web-based typing games. 3.Processor: A modern multi-core processor, such as an Intel Core i3 or AMD equivalent, should be sufficient for basic web-based games. 4.Memory (RAM): 2 GB of RAM or more is typically adequate for web-based games.

	5.Graphics: Basic integrated graphics should suffice for most web-based typing games. 6.Internet Connection: A stable internet connection is required for accessing web-based games.
Frontend/Backend details	**Frontend:** JavaFX 21.0.1 (October 2023) Scene Builder 21.0.0 **Backend:** MySQL Installer 8.0.35
Remark	

References	[1] Java SE: Building Your First JavaFX Application [Pluralsight]
	    Starting GUI Programming with JavaFX [Coursera Project]
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	[4]Article for Scene Builder
	    https://gluonhq.com/category/news/
	[5]Java Platform, Standard Edition (Java SE) 8
	http://docs.oracle.com/javase/8/javase-clienttechnologies.htm
	[6]JavaFX Docs-https://docs.oracle.com/javafx/2/
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	[9]JDBC Driver -
	https://docs.snowflake.com/en/developer-guide/jdbc/jdbc
	[10]JavaFX Tutorial -
	https://www.youtube.com/watch?v=9XJicRt_FaI

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	[12]Scene Builder 8.5.0 - https://gluonhq.com/products/scene-builder/
	[13]IntelliJ IDEA - https://www.jetbrains.com/idea/
	[14] Type Racer - https://play.typeracer.com/
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	[16]10FastFingers - https://10fastfingers.com/
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