Python Project Proposal

I will be creating a Typing Speed Tester using pygame due to the level of control you have when programming.

Aims:

* Use of Pygame allows use of a while loop for the game function
* Use of PyAutoGui to get the devices screen size, if the module is unavailable on a device then a default window size will be set
* Provide a menu screen for navigation between logging in/playing as a guest, viewing your account and using the speed tester
  + Using large, clear buttons
* Also allow the user to quit
* Display a body of text which the user must type into a box below.
* Have the text inputted display green when typed correctly, orange when typed incorrectly but is the most recently typed character and red when typed incorrectly and is not the most recently typed character
  + Use of for loops
* Allow to user to play as a guest or create an account to save their scores and track progress.
* Provide accurate words per minute and accuracy scores and display them in an appropriate manner.
  + Add more in-depth statistics such as certain letter accuracy or scores per body of text.
* Have multiple bodies of text that vary in length and are randomly selected by the program.
* Store the bodies of text in a text (.txt) file
* Store the accounts in a database using SQLite (.db)
  + Ensure the important account information is encrypted for safety
* Use of classes for the accounts and for the code to interact with the database