# Task 1

1. The game I decided to create a Typing Game for phase 1 of this assignment which involves the player to type the words which can be seen on the screen, the longer the player can keep up the faster the words spawn and the more points are scored. To create the game I decided to follow this tutorial to create the basic mechanics of the game.(https://www.youtube.com/watch?v=HvMrOoUeqO0&t=2942s )
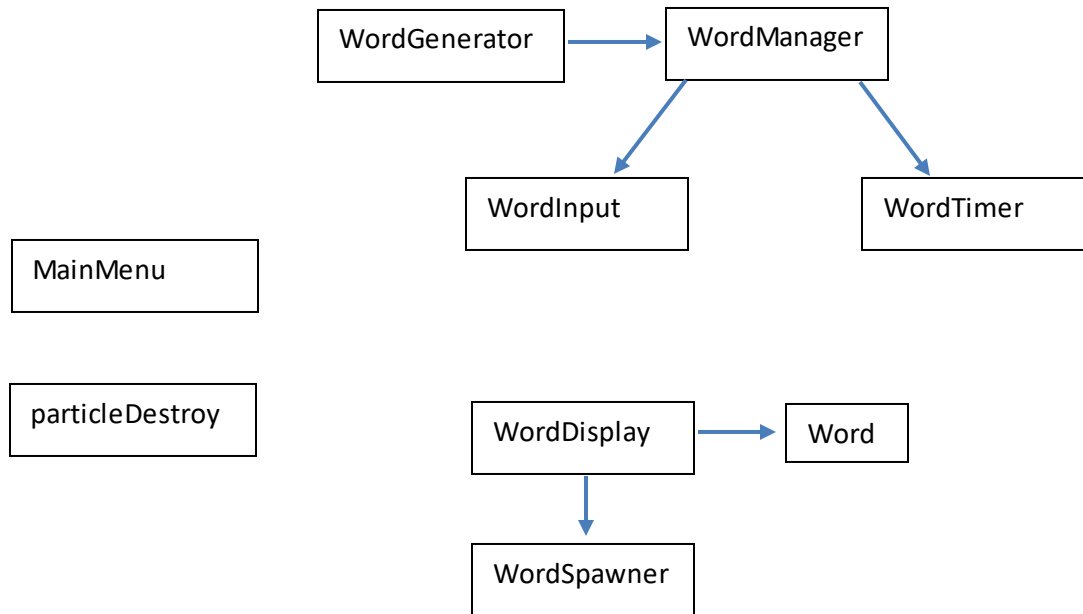
   For a development model the most fitting one would be the Waterfall method as the game is a small project. As shown in the diagram below the Waterfall method doesn't allow for any iterations of the process which with this project shouldn't be necessary.
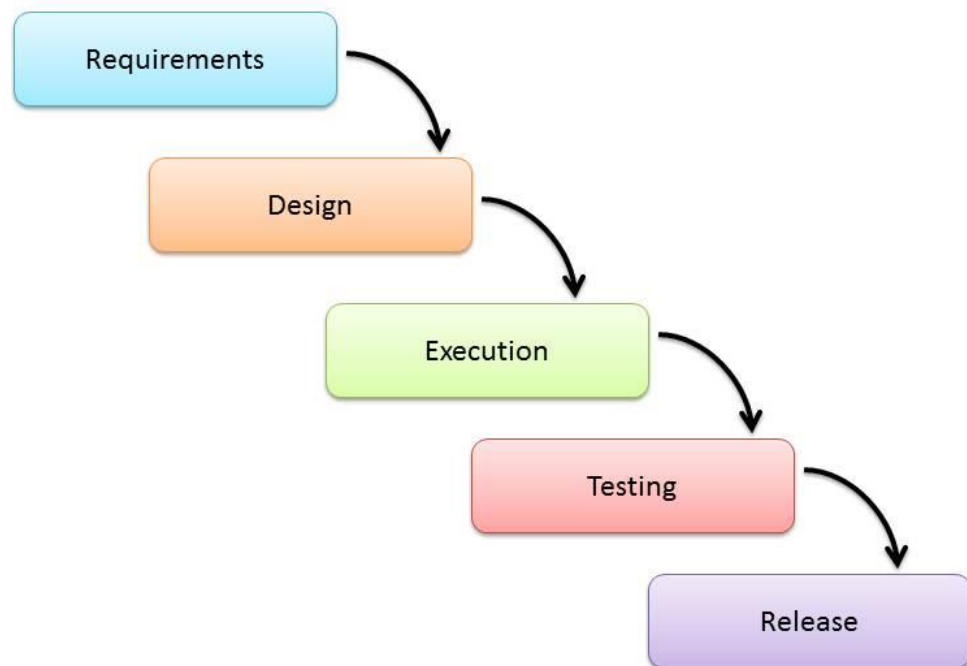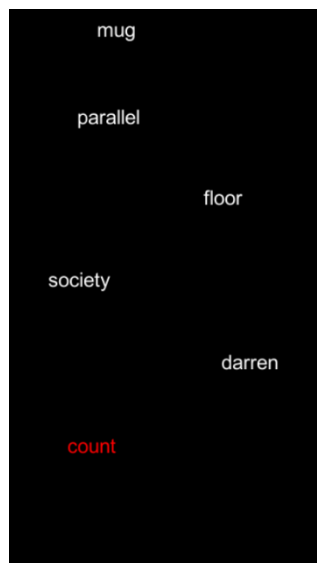


(Waterfall Method, 2018)

2.  The game will be based on one main mechanic that is the user typing the correct characters and will also be a continuous level which means it will be endless unless the player can't type fast enough.

The scripts structure will be as follows:

```
WordGenerator  ──────▶  WordManager
                           │      │
                           ▼      ▼
                      WordInput   WordTimer

MainMenu


particleDestroy       WordDisplay  ──────▶  Word
                           │
                           ▼
                      WordSpawner
```

The player will be able to score points by typing the word before it reaches the bottom of the screen.

References:

Waterfall Method. (2018). [image] Available at:
https://melsatar.files.wordpress.com/2012/03/waterfall.jpg [Accessed 11 Apr. 2018].