

Typing Learning Website - Full Specification Document

1. Goal of the Website

Teach correct touch typing from absolute basics to full fluency and speed, using a fun, gamified, and progressive learning experience.

The website is designed for children, teens, and adults, with no dependency on technical or programming knowledge.

Success is measured by:

- Typing accuracy
- Speed improvement over time
- Consistency and habit formation

2. Target Audience

Primary Audience

- Ages 8 and up
- Everyday computer users
- Absolute beginners to intermediate typists

Secondary Audiences

- Students
 - University students
 - Office workers
 - Parents
 - Adults returning to intensive computer use
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3. Core UX Principles

- No assumptions about prior knowledge
- Simple, clear language
- Short sessions: 5–10 minutes
- The user should always know:
 - Where they are
 - What the current goal is
 - What comes next
- No hard failure states; mistakes lead to repetition, not punishment
- Neutral design:

- Fun for kids
 - Not childish for adults
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4. Website Structure

Core Pages

1. Landing Page
 2. Short, clear explanation
 3. "Start Now" call to action
 4. No mandatory signup
 5. Profile Selection
 6. Child
 7. Teen
 8. Adult (Affects tone and pacing, not core content)
 9. Personal Dashboard
 10. Current level
 11. Average accuracy
 12. Typing speed (WPM)
 13. Practice streak
 14. Levels / Worlds Screen
 15. Game / Practice Screen
 16. Practice Summary Screen
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5. Level System

Concept: A Learning Journey

Not lessons, but clear progressive stages with a sense of movement and mastery.

Stage 1 – Keyboard Familiarity

- Keyboard layout
- Finger placement
- No time pressure

- No scoring
- Goal: confidence

Stage 2 – Home Row

- A S D F / J K L ;
- Short repetitions
- Immediate visual feedback

Stage 3 – Gradual Letter Expansion

- 2–3 new letters per stage
- Starts with letter sequences, not real words

Stage 4 – Words

- Short words
- Natural repetition
- Accuracy prioritized over speed

Stage 5 – Sentences

- Easy sentences
- Funny sentences
- Neutral adult-oriented text

Stage 6 – Fluency and Speed

- Timed challenges
 - Longer practice sessions
 - Real-life scenarios: emails, chat, forms
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6. Gamification System

Points and Scoring

- Points for accuracy
- Bonuses for clean streaks
- Gentle scoring with minimal penalties

Ranks

- Beginner
- Intermediate
- Proficient
- Master

Achievements

- 100 keystrokes without mistakes
- 7-day practice streak
- Personal speed improvement

Streak System

- Encourages consistency
 - Missing a day does not reset all progress
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7. Progress Persistence

Stored Data

- Current stage
- Weak letters
- Average typing speed
- Accuracy
- Practice history

User Modes

- Guest: local storage
 - Registered user: cloud storage
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8. Adaptive Learning

- Identifies weak letters automatically
 - Reintroduces weak letters into practice
 - Adjusts pace based on performance
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9. Game Ideas

1. Race Game

- Typing moves a character forward
- Mistakes slow progress
- Best for speed training

2. Target Shooting

- Correct letters hit targets
- Streaks create combos

- Best for accuracy

3. Tower Builder

- Each correct word adds a block
- Mistakes remove a block

4. Screen Cleanup

- Words "dirty" the screen
- Correct typing cleans them

5. Base Defense

- Letters approach the base
- Typing stops them

6. Calm Mode

- No timer
- Relaxing music
- Ideal for beginners and adults

7. Daily Challenge

- Short unique challenge every day
 - Bonus rewards for completion
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10. Future Extensions

- Multiple languages
- Different keyboard layouts
- Multiplayer challenges
- Parent / teacher dashboards
- Personalized practice plans