

Game Controls

Use only letters, number and punctuation marks to type the words. The rule which decides what are the accepted characters can be found on line **442** inside **script/index.js**

```
alphaNumericValues = /^[a-z0-9',._-]$/i;
```

- **Backspace** delete the last letter you
- **Escape** delete the whole word

Game settings

Default TypeFurious have 10 levels and the player has 3 lives. These settings are saved inside **data/gameSettings.json**. To add a new level add inside **levels** object a new property with new settings. * **wordSpeed** represents the speed with which the word moves across the canvas from left to right * **newWordTimeInterval** represents the time period in **ms** between two words. * **pointsForNextLevel** required number of points to next level * **lives** number of lives for the game

You can change the game difficulty by changing these settings.

Game words

Inside **data/words-en.json** is a set of nearly 1,000 most commonly used words in English. Here new words can be added.