

# EunJEON presentation

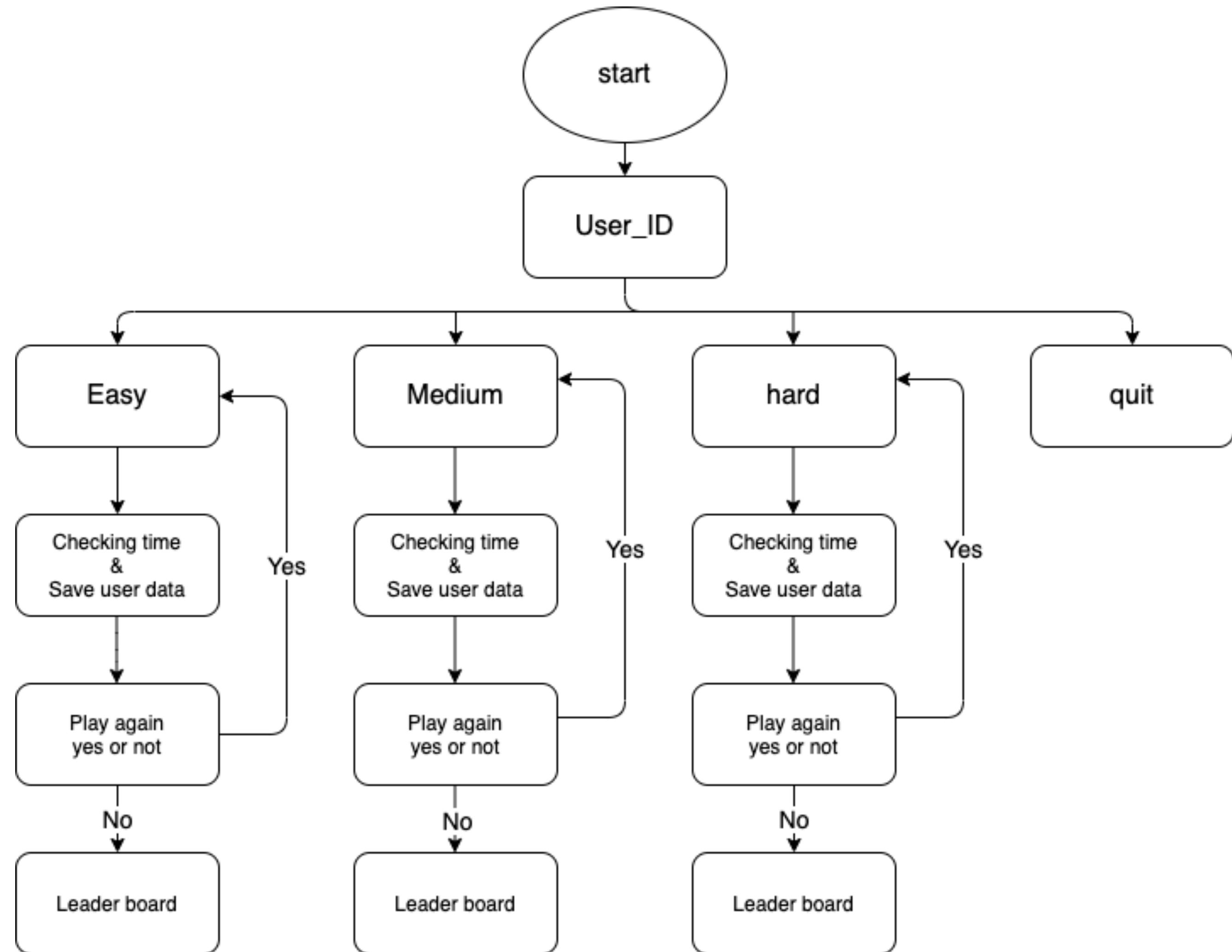
- Three features
- Overall structure
- Important parts of my code

# Three features

- User can practice their typing skills by entering what they see on the screen and are rated by speed/accuracy
- Typing game will give users motivation by checking a leader board
- Users can select difficulty of game levels: easy, medium, and hard

# Overall structure

- User\_ID screen being displayed
- Select game-level difficulty
- Random sentence will displayed
- Tying what it show up
- Select play again or not
- leader board



# Important parts of code

- `is_equal = (random_sentence == user_input)`
- if `is_equal` true checking completed time
- if it is shorter time than top-5 put in array which is leader board