

KeyRush

A clicking game

KeyRush is a fast paced game, where a timer of 1 min will start with the first click, with each click time increases. a set of keys will appear and challenge the user to enter the keys as fast as possible and avoid losing precious time.

User stories:

1. If a user clicks the button, the time should increase by 1 or 0.5sec.
2. If a user enters the all the keys shown on the screen correctly during each round, they must proceed to the next round.
3. The user should be able to complete objectives if met.
4. The user should get a message at the end of the game showcasing his points and click count.

Pseudo code:

1. Once the game starts, there will be a countdown of one-min
2. With each click, time increases by 1 or 0.5sec
3. two sets of keys (whether arrows or letters) will appear in each round, if the user enters correctly, you proceed to the next round. else, you lose 25% of the time.
4. Whenever you reach next round, the keys will appear for a shorter period of time
5. Clicks must be counted
6. If an objective is met, the box/text turns to a 'color'

Mock:



<https://excalidraw.com/#json=adRZS7Kph4LeRzbprZhd,bK321oGBaxS8LcnVCqjKnA>

OBJECTIVES

REACH ROUND 4

CLICK 30 TIMES

REACH ROUND 10



ROUND 1

'CLICK AMOUNT'

ENTER THE CORRECT KEYS

