KeyBoard Warriors

BY:
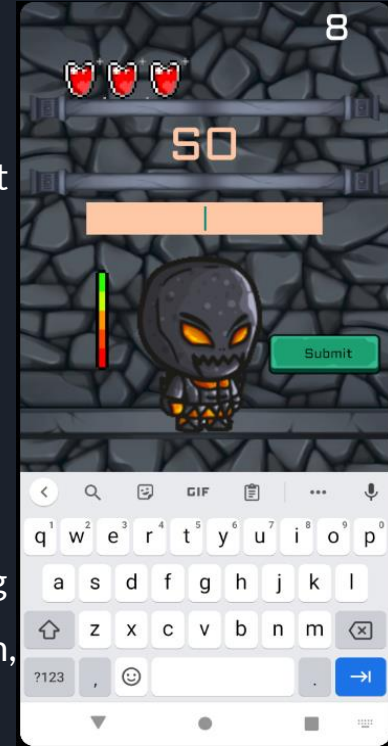Logan, Keiji, Kevin, Sneh , Trayvon

Application Goals

- Our intent is to strengthen the users texting capabilities, we aim to progress both the game and the user's skill.

- Our app is aimed at anyone who is trying to improve their texting skills such as:
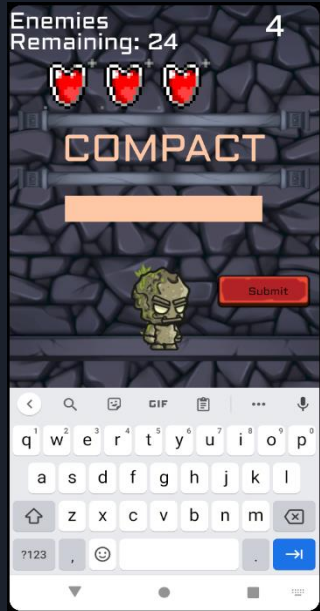 - Texting Speed
  - Texting Accuracy

Major Features

- A Timer to indicate how much time the player has to type the word, when time runs out a player loses a heart, engaging the user to type the word faster.

- A word checking system indicates the user when they've gotten a word wrong with sound effects and animations, encouraging the user to type out the word correctly.

- Each difficulty provides a challenging experience to the user, The Hard difficulty being for the fastest of texters.

- The Boss battle introduces a tight battle between the user and the boss, the user having to type out multiple words to chip away at the Bosses health, eventually defeating them, and beating the Level.

Removed Features

Remove

- Endless Mode
  - Due to time constraint and other problems, we were unfortunately unable to implement an Endless Game Mode which would have introduced major replayability in the game.
- Different Languages
  - The Original Idea was to include an ease-of-access Language button for a better user experience throughout the navigation of the menu. Again due to time constraints we has to focus on important features.
- Highscore Counter
  - Edited to "Enemies remaining" to fit the condition that the game provides for the user
  - Rather than getting points for defeating enemies, it makes more sense to fight through enemies to reach an exit.

What the App can Become

- **Individual Letter Check System**
  - Rather than checking the users input after a word is submitted, Checking each letter that the user types out, stopping the user in their tracks when typing an incorrect word.
  - This could further influence the user to watch how they type, increasing their typing capabilities.
- **Link a database for words**
  - Include features where for each mode displays only a certain length word can be displayed.
  - Variety of fresh and new words that enhances the users vocabulary.
- **Endless Mode**
  - An endless list of words, varying in difficulty going on forever to text the endurance of the user.
  - An additional Highscore counter for the user to challenge themselves to achieve a higher and higher score.
- **Variety of Bosses /Enemies/Locations/Animations**
  - Include diverse sprites to freshen up the user experience-
  - additional enemy animations, background animations, user animations, and UI animations.

What the App can Become Cont.

- **Player Rewards/ Experience**
  - Add daily challenges that are randomised with feature that can include: Type the word backwards or Rewrite scrambled words in the correct form, just to list a few.
- **Player Scoreboard & Score System**
  - Make it so that users are given a certain amount of points based on how fast they type in the words, how many words they get right consecutively, and how much health they have at the end of the level.
- **Level World Map**
  - Have different worlds for each difficulty with multiple levels in each word.

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