Data Storage

* SQL Database ← ??? MySQL, NoSQL, or something else?

Data stored:

* Scores (TABLE)
* Username (String)
* Date of test (Date)
* Time
  + We will compute the WPM within the program using
* Level (TABLE)
  + Content (String)
  + Word count (int)

REST API web communication

* Use SpringBoot to send requests to the SQL database for
  + Get Data from SQL
    - ??? IDK what the code for this is
  + R

How are we going to compute the WPM? ← Exactly how will our program transfer data between the SQL database, Java, and HTML?

How are we going to compute the average?

Feature ideas:

* How could we implement a word counter to show the number of words left at any given point to avoid boredom and frustration from players?

## Tasks that must get done

* Design HTML
  + Create home screen HTML
  + Create typing screen HTML
  + Create final screen HTML
* Create Database (SQL)
  + Design database content that will be stored
  + Create the database
  + Link the database to our application so that data can be stored
* Create App logic (Java and Javascript)
  + Design data retrieval logic from SQL (Java)
  + Design a timer to show the user (Javascript)
  + Design a text box for the user to type (Javascript?)
* Fixing bugs: Allocate time for fixing problems that arise