**Speed Typing**

**How our project meets the requirements**

* *55%*- Functionality demonstrated to the instructor
  + *10%* - Must use Dependency Injection
  + *10%* - Must log messages using the logging framework
    - *5%* - Demonstrate application behavior to verify logging is configured and log messages are generated
    - *5%* - Configure the application two different ways to enable/disable logging of an individual class
  + *10%* - Must require persisted data, and the data must persist across reboots using a database (SQL/RDBMS and/or NoSQL)
    - Our application will store the words per minute of the typer, the name of the typer (which we will ask at the end), and tentatively we plan on storing the date as well. This data will be used to populate a leaderboard and calculate an average which will both be shown at the end of the test.
  + *10%* - The application must have at least one COMPREHENSIVE unit test covering one of the service layer classes, as well as minimal unit tests covering all other service layers
  + *15%* - Application must handle all inputs (valid or otherwise) provided by the standard web interface and give proper feedback to the end-user.
* *25%*- Documentation
  + *15%* - Internal Code documentation
  + *10%* - External Design documentation
* *20%* - a 15-20 minute presentation of your application to the class. The instructor may ask you to focus on a specific area of your application if you have something new and novel to share with your classmates.

**Description:**

Flow of the website:

* The user will be given the option to choose between specific texts to type or to type a random text
* The user will type the text until they reach the end of the text. The user will receive no extra words per minute (WPM) at the end of the test for misspelled words. A partially misspelled word followed by a space will advance to the following word.
* Once the test has concluded, the user will see a screen that displays the average, high, and low WPM scores from all users along with the WPM of the user.

Design choices:

* Required to type until the end of the the end of the text provided
  + A detail that we will work on once the requirements have been met is including an updating count of the words left to type.
* Once the requirements have been met, we may implement a user authentication process that will store previous scores for a user.
* Show words remaining to type.
* Layer the text they need