

TYPE GO

MINOR PROJECT SYNOPSIS

BACHELOR OF TECHNOLOGY

Information Technology

SUBMITTED BY

Gurwinder Singh, Sehaj Chawla, Raghav Kapoor

University Roll no. 1905420, 1805099, 1905427

Class Roll no. 1821124, 1821119, 1821129

Batch 2018-22



GURU NANAK DEV ENGINEERING COLLEGE

LUDHIANA-141006, INDIA

Contents

1	Introduction	1
2	Objectives	2
3	Feasibility Study	3
4	Methodology/ <i>Planning</i> of work	4
5	Facilities required for proposed work	5
6	References	6

1 Introduction

“TYPE GO” as the name specify that it will help us to improve our typing speed and we can race with our friends online . A user can play single player game or multiplayer game with their friends.In single player mode user has to select the time limit for how long he/she want to test type speed, according to time, a paragraph will assigned to him/her. In multiplayer game user has to just send the link to their friends after this they will click on join race from all the ends this step will start the race for some period of time e.g. 2:00 mintues or 2:30 mintues. In this section players can do chat to each other by using the chat box.

Technology used: Fronted:

HTML

CSS

JAVASCRIPT

Backend:

NodeJS

Express

Fields:

Single Player

MultiPlayer

Chat with friends

Rationale: When A person interact with computer system initially they feel very difficulty to use keyboard, So our project will help them to improve their typing speed.

2 Objectives

1. Improve Typing Speed
2. Compete with friends

3 Feasibility Study

When A person interact with computer system initially they feel very difficulty to use keyboard, So our project will help them to impove their typing speed.we can do speed practice with the help of this project it includes three stages.

Beginer

Intermediate

Expert

4 Methodology/ *Planning* of work

We manage the work to ensure that it is completed to the required standard. we monitor the progress to check that the event is on time and within budget. our project planning must incorporate the major issues like size & cost estimation scheduling, project monitoring, personnel selection evaluation & risk management. To plan a successful software project, we must understand:

- Scope of work to be completed
- Risk analysis
- The resources mandatory
- The project to be accomplished
- Record of being followed

1 Project planning

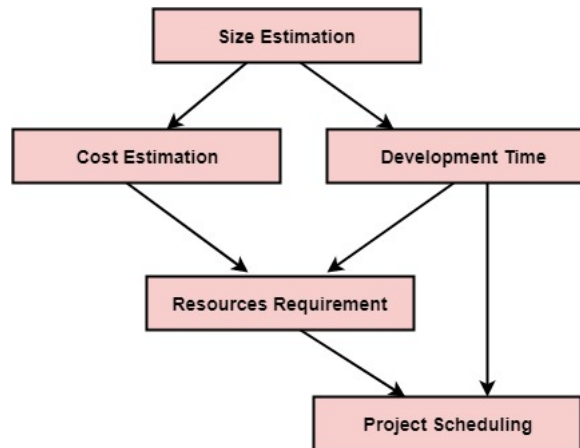


Figure 1: Project planning

5 Facilities required for proposed work

Hardware requirements minimum:

1GB RAM

Internet Connection

Software requirements:

Noedjs

Express

Database

Browser (chrome/ Firefox/ Explorer)

6 References

- [1] Nodejs Documentation <https://nodejs.org/en/docs/>
- [2] Javascript <https://www.w3schools.com/js/DEFAULT.asp>
- [3] Express Documentation <https://expressjs.com/>