

My project is a website which serves as an application to test one's typing speed and skills in a gamified manner. When the start button is pressed, a prompt appears on the screen and the user must type the prompt into the text box. Once the prompt is completed, a dashboard pops up showing the user's accuracy, speed, and total time that the user used to complete the typing prompt. So far, the website has features like a cursor that scrolls the prompt as you type it in, a countdown timer, a "start" and "try again" button, which allows the user to attempt testing their typing skills again. Lastly, there is a progress bar with multiple progress thresholds that lets the user know how far into the prompt they are.

I incorporated images and sounds into my initial website prototype as well. The website was coded to make a "beep" sound effect as the progress bar passes each threshold that indicates a user's progress on the prompt. Additionally, there was code for an image of a race car that moves along with the progress bar, crossing the finish line once the user is done writing the prompt. I made sure my code was saved in the same overarching folder that contained the images and sounds, although despite numerous attempts at reiterating the code, I could not get the image and sound features to work. I hope to review these features in-class with Mr. Dec.

The improvements I plan to make in the near future to my website include different prompt difficulties. This would allow users to select a prompt that tests their typing speed based on their skills with typing. It could also allow beginners to challenge themselves with harder prompts. The next improvement would be to have a leaderboard show up after the user has completed the prompt that would be stored locally, to see the fastest times that users have achieved on the computer the website is running on. I noticed that sometimes the text in the prompt would split a word into two different lines when the tab size is changed, which is another improvement I plan to make. This improvement would ensure that each word in the prompt is displayed properly no matter the size of the browser tab. Another improvement would be to add a countdown timer that runs once start is pressed. This would allow users to get ready to type, allowing them to maximize their typing speed. One more improvement would be to add a live WPM tracker so that users can view their live typing speed as they are typing the prompt. This way, they know what WPM they are on track to hit, and if they need to type faster to hit their goal. One more improvement would be to add a time trial mode where users are given an endless prompt which they must try to type as much of in a one minute time period. This is another mode to my typing game which would make the application more interesting. Another improvement would be to add a toggle button that would allow the user to switch between light and dark theme modes. Allowing the user to change their UI preferences tailors the game to everyone's personal needs. If time permits, I plan to make a final improvement where I use an API key so that ChatGPT

can randomly generate a unique prompt every time a user wants to use the typing racer website.

In conclusion, my typing racer game website is currently a prototype, and I plan to make the improvements stated above to elevate the game to a new level.