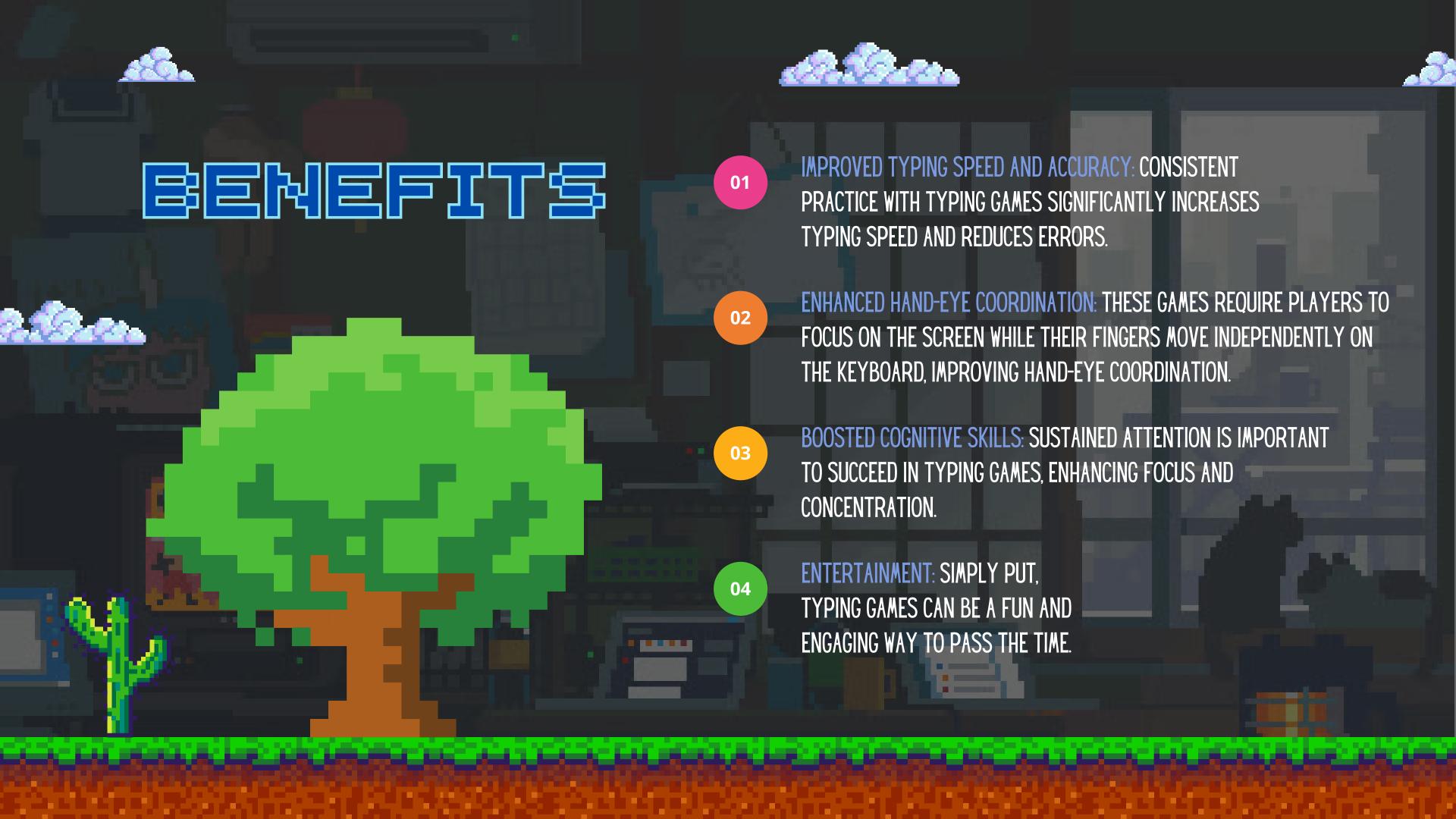


- THE GAME IS DESIGNED WITH SIMPLE AND INTUITIVE CONTROLS, WHERE PLAYERS ONLY NEED TO TYPE WORDS AS THEY APPEAR.
- VISUAL AND AUDITORY FEEDBACK HIGHLIGHTS CORRECT AND INCORRECT INPUTS, MAKING IT EASY TO TRACK PROGRESS.
- THE PROGRESSION SYSTEM IS STRUCTURED TO GRADUALLY INCREASE DIFFICULTY, ENSURING THAT USERS CONTINUOUSLY IMPROVE THEIR TYPING SKILLS WHILE ENJOYING THE CHALLENGE.





- A MULTIPLAYER MODE WOULD ALLOW PLAYERS TO COMPETE IN REAL-TIME, MAKING THE GAME MORE INTERACTIVE.
- CUSTOM WORD LISTS COULD BE INTRODUCED TO HELP USERS PRACTICE SPECIFIC VOCABULARY SETS.
- IMPROVING MOBILE COMPATIBILITY WOULD MAKE THE GAME ACCESSIBLE TO A WIDER AUDIENCE.



