Speedtype

First Meeting: 14/3

Application will be written in English and all communication with the user will be in English.   
  
The main menu will have 3 submenus: New Game, Trophy Room and Exit.   
We might include high score if we’ve got the time to implement a global scoreboard such as Open Feint. Also might include an About button, Instructions and settings if needed.

The main menu will be designed as clear entry points where the New Game-choice will be the one with most focus (ie. It’ll be the biggest button on the main menu).

Submenus to New Game:  
List of the different game modes, where we start to implement one of them to use as our core mode (time attack) and again if we have the time we’ll implement more of them.

Possible extra modes will be Chuck Norris mode (really hard) and different easter eggs, write the words backwards for example.

We need some visual feedback when the player types the wrong letter. For example make the “wordbox” flash red.