Use case: TypeWord

Short description: How a user types a word in the time attack game mode.

Normal flow of events

|  |  |
| --- | --- |
| Actor | System |
|  | Displays a word |
| Player types the first letter of the word displayed |  |
|  | Highlights the first letter in the word by changing the color of it, given that the actor typed the correct letter. |
| Player types the rest of the word by doing the same as above until all letters have been typed. |  |
|  | Highlights the last letter so that the entire word is highlighted. After a delay of about 0.3 seconds the word is removed from the view and the new points are displayed. |