



## USER MANUAL

Experience a game that entertains and boosts typing efficiency in a fun and engaging manner. In our fast-paced digital world, being able to type quickly is essential for effective communication. Our game offers immersive challenges to improve typing speed and accuracy, suitable for all ages and skill levels. Join us in mastering the art of fast, accurate typing and enhancing your productivity in today's tech-savvy era.

## Background

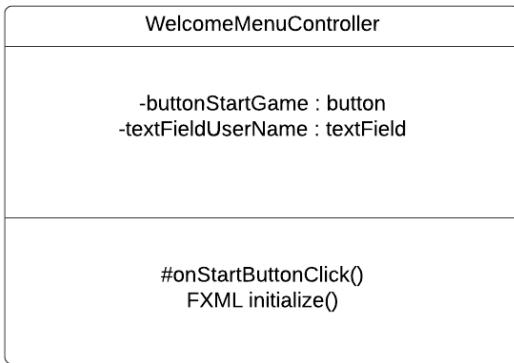
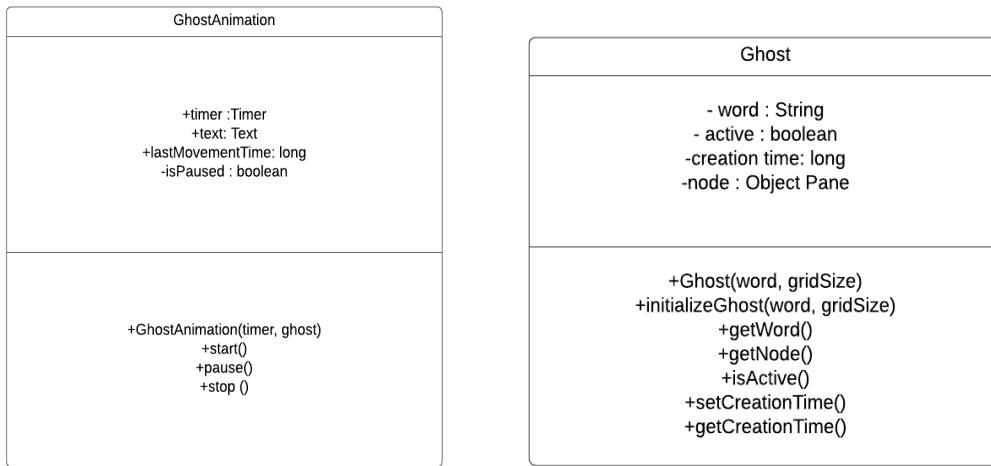
"In our diverse team, we've noticed a common challenge: typing efficiently across different languages and keyboard layouts, especially when transitioning to the QWERTY layout, which is widely used globally. This transition often leads to decreased speed and increased errors. Our motivation stems from the growing need for effective communication in a globalized world. By understanding the unique needs of multilingual users, we aim to develop a solution that enables seamless transitions between languages and keyboard layouts, enhancing typing efficiency and facilitating smoother communication."

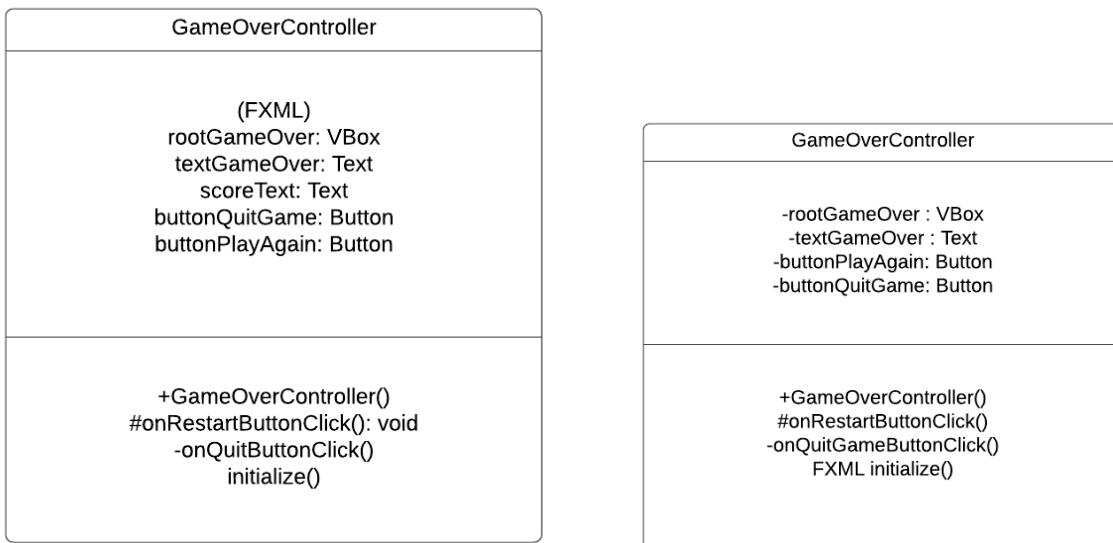
### KeyFrenzyGameController

```
- score :int  
-labelMessageBanner: Label  
-currentScore : Label  
  
-gamePane : GridPane  
-userTypeBox: TextField  
-wordDictionary: WordDictionary  
-healthBar: ProgressBar  
-gamePaused: boolean  
-level: int
```

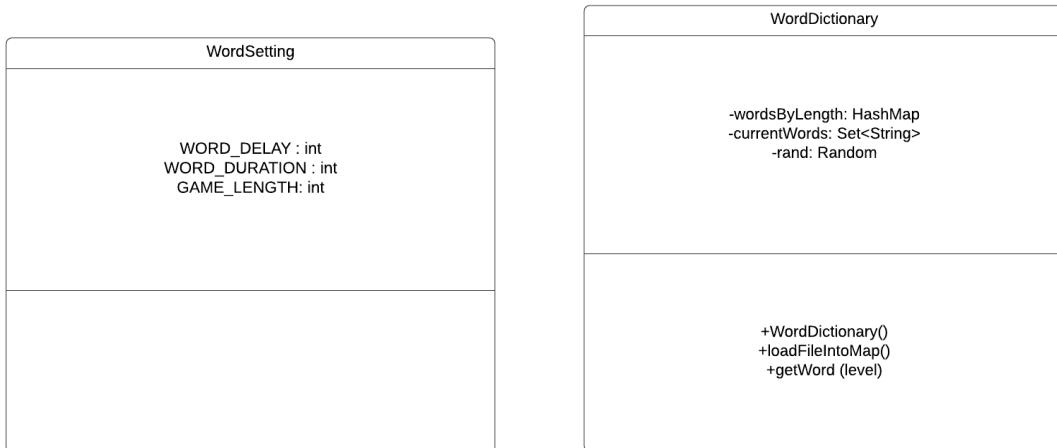
```
+KeyFrenzyGameController(username):  
    +initSceneGraph(): return void  
+configureMessageBanner(): return void  
+configureLevelBanner(): return void  
    +handleUserInput(): return void  
    +updateLevel(): return void  
    +updateLevelLbl (): return void  
  
        +updateScore(): return int  
        +generateWord(): return void  
        ghostsOnScreen, index): return void
```

```
+gameOver(): return void  
    +destroy(Ghost)  
    +getScore()
```





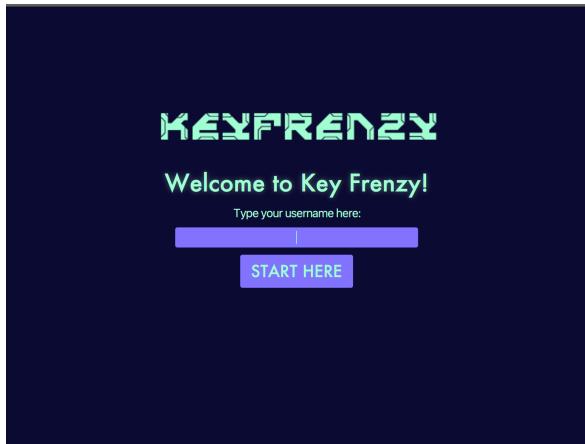
Game Controller package:



This is the User Case diagram

The typing mechanism package

# Instructions for playing the game



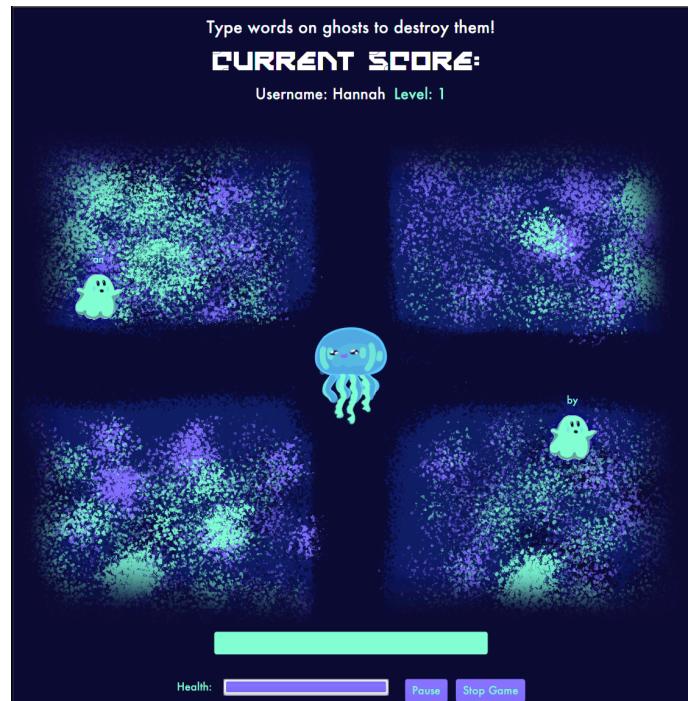
When the user runs the game, the user is directed to a main menu.

Here the user types the name they would like their main character to be.

Then the user clicks “START HERE ” to play the game.

In the game, some ghosts move towards the main character and your job is to prevent as many ghosts as possible from reaching the center, by typing the words that are at the top of the ghosts.

At the bottom, there is a text box where you can type the words. A space button or enter triggers the checker that confirms that the word typed matches the ghost's top.



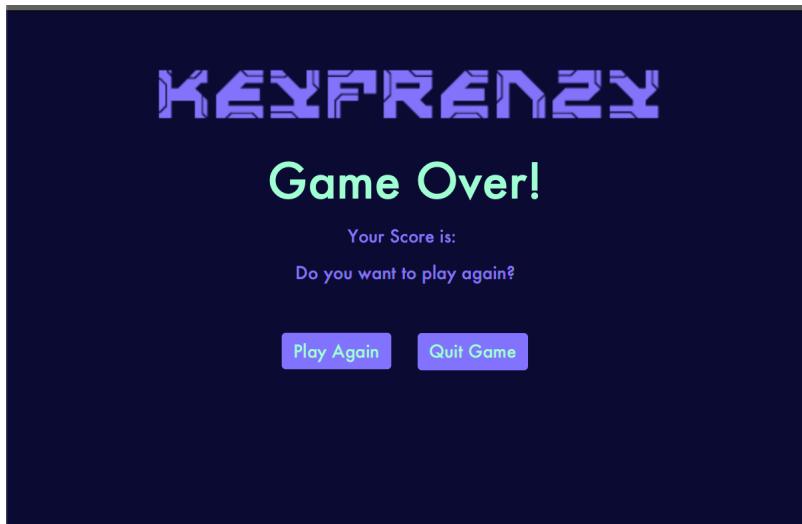
Each level becomes progressively harder for example more letters in the words and more ghosts being generated at each level. For example, at level 2 users will have 3 letter words; level 3 has 4 letter Words and so on. The gameplay revolves around typing

words to ward off the ghosts. For each ghost destroyed, 10 points are awarded to the player. It takes 7 seconds for the ghost to reach the center, and essentially that is the amount of time you have to type as many words as possible. The main game takes 90 seconds before you can play the game or quit it entirely,



There is a health bar that keeps track of how many lives the user has. You have three lives and health

You have 3 chances and each chance is reduced when the ghosts attack the squid and you.



At the end of the game, this game over screen shows up prompting the user to play again or quit the game.