Zombie Kills – should be reset at beginning of game, goes up when a zombie dies

Typed words – should be reset at beginning of game, goes up if the word is typed correctly or not, used for stats

Zombie Kills increase counter – should be reset at beginning of game, goes up only in the death area

'Set WPM

If intZombieKillsToBe = 0 Then

'Set

intWPM = 0

Else

'Convert first

Dim dblFirstDivision As Double = CDbl(intElapsedTime) / 60

Dim dblSecondDivision As Double = CDbl(intZombieKillsToBe) / dblFirstDivision

'Set

intWPM = CInt(Math.Round(dblSecondDivision))

End If

No longer zombie kills becomes typed words