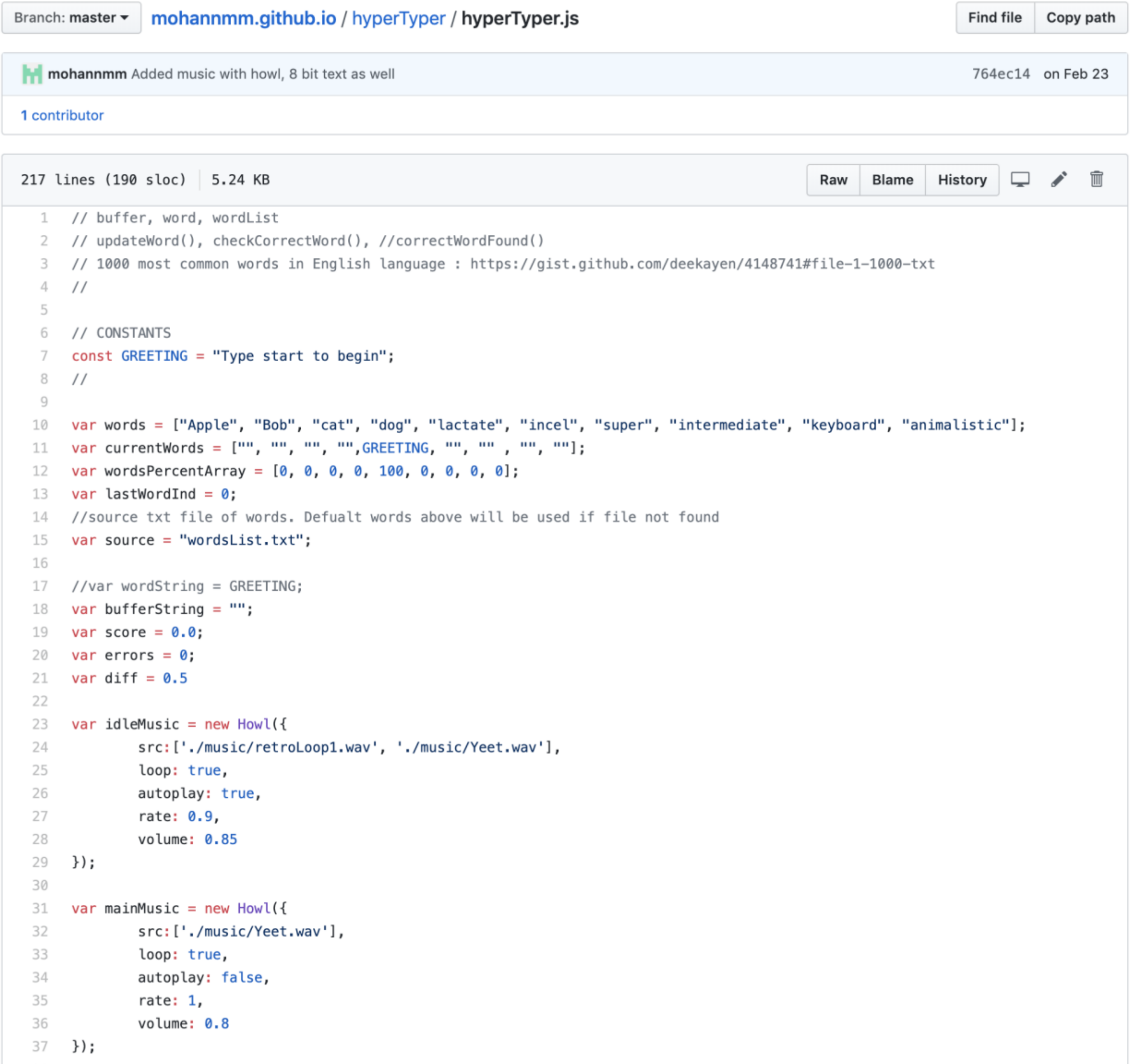
mohannmm@github.io/hyperTyper/

HyperTyper was a small little typing game I made in HTML and JS. I wanted to make something fast paced and stressful. It could be upscaled to a more finished product with a little more effort.

I used **Howl** to easily play, loop, and manipulate my custom-made music files in the browser (I do realize playing music in browser isn’t really looked highly upon).

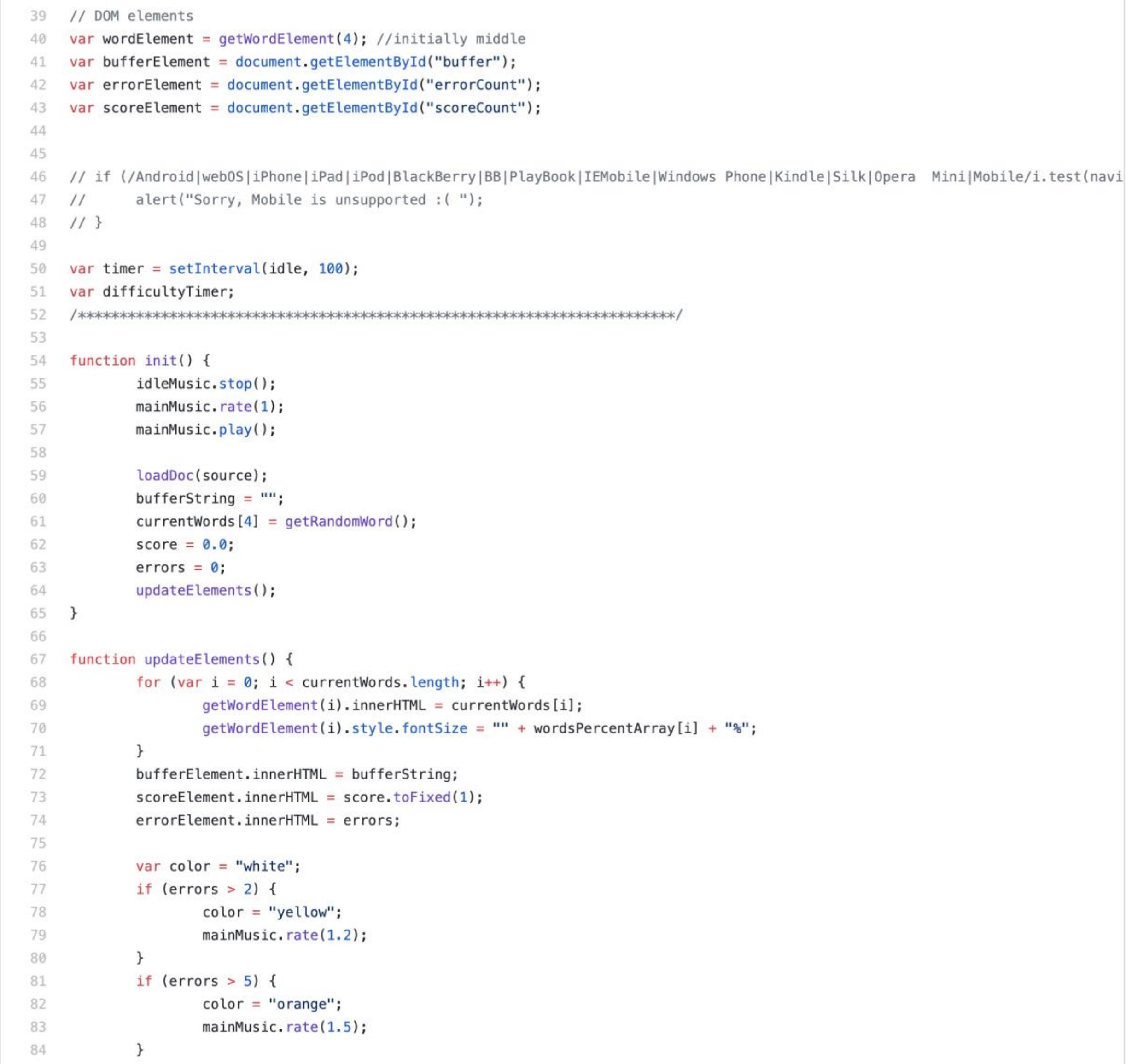
I used **an 8 Bit-Wonder** for the fonts



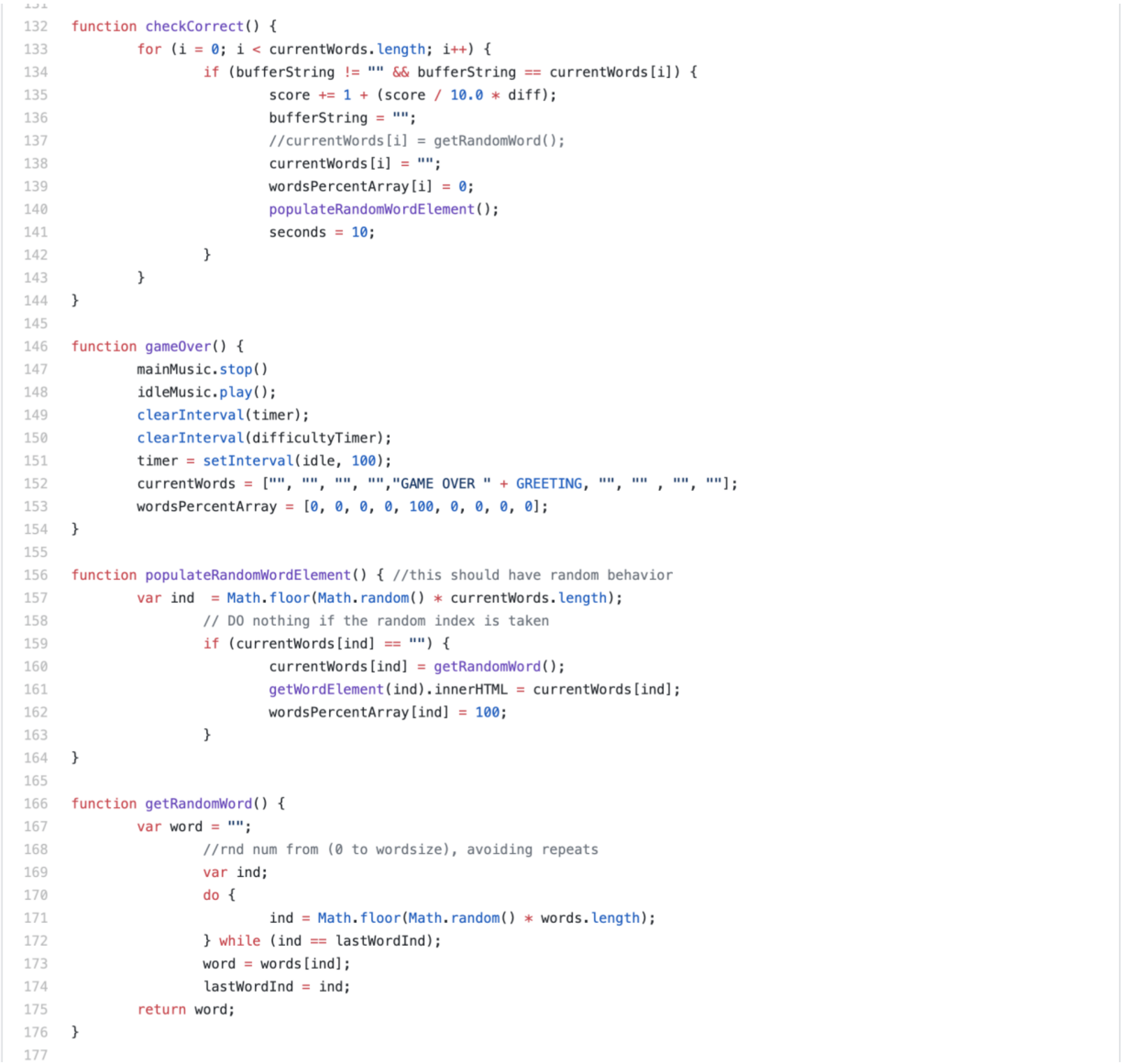
mohannmm Added music with howl, 8 bit text as well 764ec14 on Feb 23

217 lines (190 sloc) | 5.24 KB

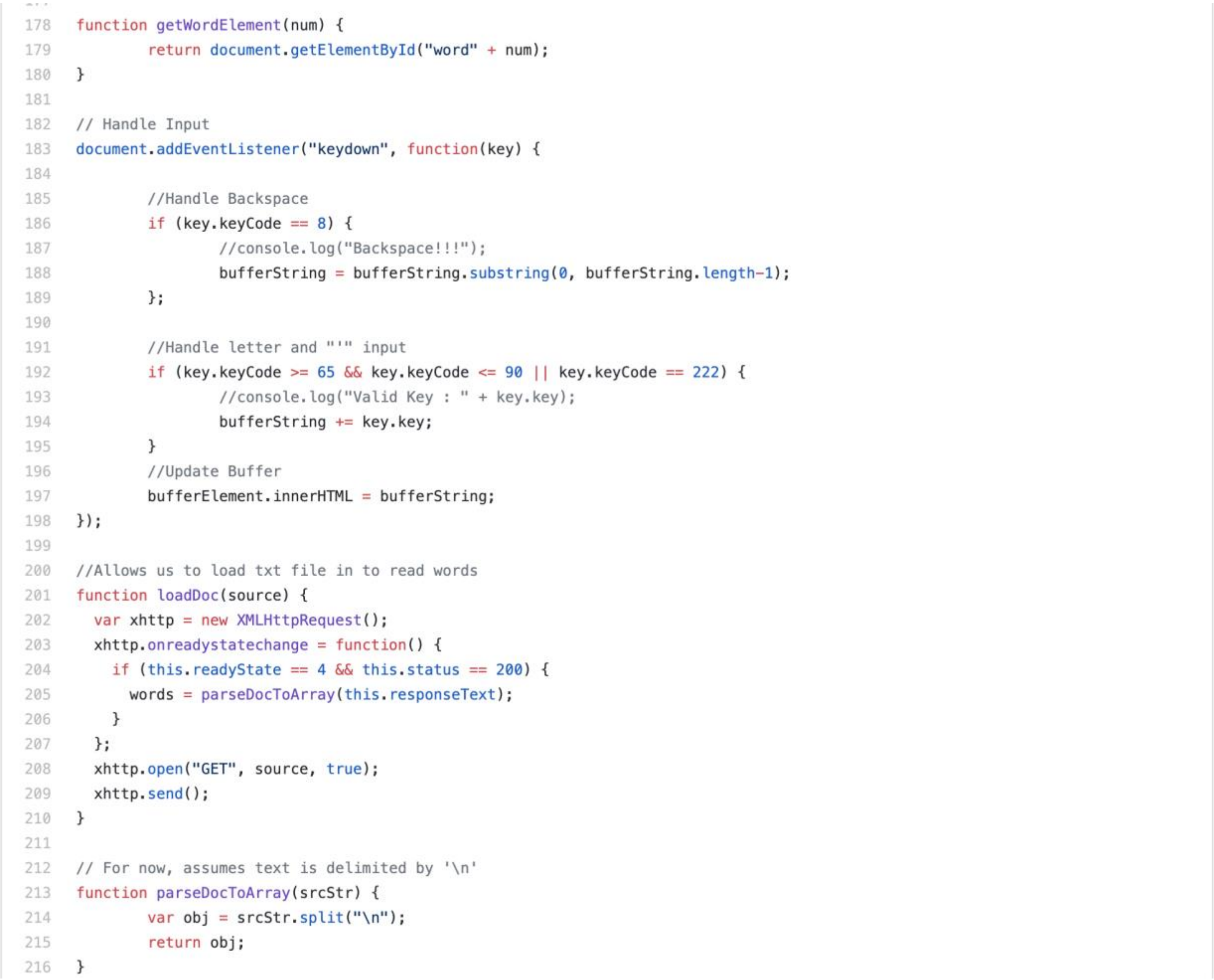
```
// buffer, word, wordList
// updateWord(), checkCorrectWord(), //correctWordFound()
// 1000 most common words in English language : https://gist.github.com/deekayen/4148741#file-1-1000-txt
//

// CONSTANTS
const GREETING = "Type start to begin";
//

var words = ["Apple", "Bob", "cat", "dog", "lactate", "incel", "super", "intermediate", "keyboard", "animalistic"];
var currentWords = ["", "", "", "",GREETING, "", "" , "", ""];
var wordsPercentArray = [0, 0, 0, 0, 100, 0, 0, 0, 0];
var lastWordInd = 0;
//source txt file of words. Defualt words above will be used if file not found
var source = "wordsList.txt";

//var wordString = GREETING;
var bufferString = "";
var score = 0.0;
var errors = 0;
var diff = 0.5

var idleMusic = new Howl({
        src:['./music/retroLoop1.wav', './music/Yeet.wav'],
        loop: true,
        autoplay: true,
        rate: 0.9,
        volume: 0.85
});

var mainMusic = new Howl({
        src:['./music/Yeet.wav'],
        loop: true,
        autoplay: false,
        rate: 1,
        volume: 0.8
});
```



```
// DOM elements
var wordElement = getWordElement(4); //initially middle
var bufferElement = document.getElementById("buffer");
var errorElement = document.getElementById("errorCount");
var scoreElement = document.getElementById("scoreCount");


// if (/Android|webOS|iPhone|iPad|iPod|BlackBerry|BB|PlayBook|IEMobile|Windows Phone|Kindle|Silk|Opera  Mini|Mobile/i.test(navi
//      alert("Sorry, Mobile is unsupported :( ");
// }

var timer = setInterval(idle, 100);
var difficultyTimer;
/************************************************************************/

function init() {
        idleMusic.stop();
        mainMusic.rate(1);
        mainMusic.play();

        loadDoc(source);
        bufferString = "";
        currentWords[4] = getRandomWord();
        score = 0.0;
        errors = 0;
        updateElements();
}

function updateElements() {
        for (var i = 0; i < currentWords.length; i++) {
                getWordElement(i).innerHTML = currentWords[i];
                getWordElement(i).style.fontSize = "" + wordsPercentArray[i] + "%";
        }
        bufferElement.innerHTML = bufferString;
        scoreElement.innerHTML = score.toFixed(1);
        errorElement.innerHTML = errors;

        var color = "white";
        if (errors > 2) {
                color = "yellow";
                mainMusic.rate(1.2);
        }
        if (errors > 5) {
                color = "orange";
                mainMusic.rate(1.5);
        }
        if (errors > 7) {
                color = "red";
                mainMusic.rate(2);
        }
        errorElement.style.color = color;
}

// Main Game loop
function loop() {
        // percent-=0.5;
        // getWordElement(4).style.fontSize = ""+ (percent) + "%";
        checkCorrect();
        for (var i = 0; i < currentWords.length; i++) {
                if (currentWords[i] != "") {
                        wordsPercentArray[i]-= diff;
                        if (wordsPercentArray[i] <= 15) {
                                errors++;
                                currentWords[i] = ""
                                wordsPercentArray[i] = 100;
                        }
                }
                updateElements();
        }
        if (errors >= 10) {
                gameOver();
        }
        updateElements();
        diff = 0.5 + (score / 100)
}

// this loop gets faster as the score increases
function difficultyLoop() {
        populateRandomWordElement();
}

// Loop before and after main game
function idle() {
        updateElements();
        if (bufferString.toLowerCase() == "start") {
                //audio();
                init();
                clearInterval(timer);
                timer = setInterval(loop, 100);
                difficultyTimer = setInterval(difficultyLoop, 1000);
        }
}
```



```
function checkCorrect() {
        for (i = 0; i < currentWords.length; i++) {
                if (bufferString != "" && bufferString == currentWords[i]) {
                        score += 1 + (score / 10.0 * diff);
                        bufferString = "";
                        //currentWords[i] = getRandomWord();
                        currentWords[i] = "";
                        wordsPercentArray[i] = 0;
                        populateRandomWordElement();
                        seconds = 10;
                }
        }
}

function gameOver() {
        mainMusic.stop()
        idleMusic.play();
        clearInterval(timer);
        clearInterval(difficultyTimer);
        timer = setInterval(idle, 100);
        currentWords = ["", "", "", "","GAME OVER " + GREETING, "", "" , "", ""];
        wordsPercentArray = [0, 0, 0, 0, 100, 0, 0, 0, 0];
}

function populateRandomWordElement() { //this should have random behavior
        var ind  = Math.floor(Math.random() * currentWords.length);
                // DO nothing if the random index is taken
                if (currentWords[ind] == "") {
                        currentWords[ind] = getRandomWord();
                        getWordElement(ind).innerHTML = currentWords[ind];
                        wordsPercentArray[ind] = 100;
                }
}

function getRandomWord() {
        var word = "";
                //rnd num from (0 to wordsize), avoiding repeats
                var ind;
                do {
                        ind = Math.floor(Math.random() * words.length);
                } while (ind == lastWordInd);
                word = words[ind];
                lastWordInd = ind;
        return word;
}

```



```
function getWordElement(num) {
        return document.getElementById("word" + num);
}

// Handle Input
document.addEventListener("keydown", function(key) {

        //Handle Backspace
        if (key.keyCode == 8) {
                //console.log("Backspace!!!");
                bufferString = bufferString.substring(0, bufferString.length-1);
        };

        //Handle letter and "'" input
        if (key.keyCode >= 65 && key.keyCode <= 90 || key.keyCode == 222) {
                //console.log("Valid Key : " + key.key);
                bufferString += key.key;
        }
        //Update Buffer
        bufferElement.innerHTML = bufferString;
});

//Allows us to load txt file in to read words
function loadDoc(source) {
  var xhttp = new XMLHttpRequest();
  xhttp.onreadystatechange = function() {
    if (this.readyState == 4 && this.status == 200) {
      words = parseDocToArray(this.responseText);
    }
  };
  xhttp.open("GET", source, true);
  xhttp.send();
}

// For now, assumes text is delimited by '\n'
function parseDocToArray(srcStr) {
        var obj = srcStr.split("\n");
        return obj;
}
```