TECHNICAL MANUAL: TYPETEST

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OVERVIEW:

Typing speed these days matters. Computer is used in every field these days so, to have a good typing speed is a plus point. So, this application, Typetest, allows users to play and learn simultaneously. Increase the typing speed by typing the text that is generated randomly. Multiple users (single or double) can play this game. There is no restriction on the usage if this application, i.e. people of every age group can use this application. Users can compete among their peers and see who has made the highest scores, i.e. typing speeds.

VARIABLES USED:

FORM1:

Buttons:
Button_single: Click here to play single player,
Button_inst: To get instructions
Button_quit: To quit application
Button_score: To get high scores (top5) made so far
Button5(or Button_double): To play double player

FORM2:
Buttons:
Button_start1: to start the single player game
Button_stop1: To stop the game and move to FORM1
Button_restart1: To restart the game but with same username

RichTextBox1: Here user sees the source text to be typed
TextBox1: Here user types the text he/she sees in RichTextbox1
Labels:
Label_correctwords: to show number of correct words till the game has been played
Label_speed1: to show the typing speed of the player
Label10: to show the previous top score(if no one has played yet, it shows NA)

FORM3:
Buttons:
Button1: to show FORM1
Button_back: to get to previous form
Button_next: to pass form to Next player
Button_start1: to start game
Labels:
Label1_p1 & Label1_p2: To show names players
Label_correct1: To show correct words number

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Label_seconds1: to show seconds passed so far
Label_speed1: to show speed
FORM4:
Buttons:
Button2_start1: to start game
Button2_back: to get back to previous form
Labels:
Label2_speedp2 and Label2_speedp2: to store speeds of players
Label2_correct1: to show correct words number

RichTextBox1: Here user sees the source text to be typed
TextBox1: Here user types the text he/she sees in RichTextbox1
Timer1: to show time

Some labels are used to show time(in seconds)

FUNCTIONS and EVENTS:

Form1_Load():When Form1 is loaded, highscores.txt file is read and each value is stored in an array: output()and size_out (both declared as a public variable) variable will store the size of the output() array.

Form2_Load() and Form3_Load():Various buttons and textboxes are enabled and disabled.

Form3_Load():Text boxes are disabled and player1's score(typing speed) is disabled.

Form2, Form3 and Form4, all these use timer function. Also, the TextBox1_Keydown event takes input after space is pressed with some text into this box.

Corresponding to each button there is a click event.

WORKING:

When Button_score is clicked, highgscores made so far are shown.
When Button_quit is clicked, user can exit the application.

When Single Player button is clicked, user will have to enter the username, username can't be left empty. After clicking this, user will see a new window, where after pressing Start button, game is started and random text file is selected from 10 text files included in the setup and the text is shown in the texbox. Timer is also started having time limit 1 second. User will be typing the text in front of Type Here box. After typing each word, Space bar is to be pressed, and if typed word matches with the first word of the Source Text box, Correct words will increase by one. And corresponding speed will be shown.

Once the timer stops, textboxes are disabled and if this user has made a new high score, amsgbox will pop out. Also, after every player has played, his/her stats will also be shown. Stop button will tack user back to opening window(main). With Restart button, user can restart his/her game again.

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When Double Player is clicked, it will ask users to enter user names(of both players). At a time, only single player can play the game. Player1 will play first, click start button and like in single player game, it will take input and show corresponding speed and correct words. On this window, name of both the players and there corresponding speed are displayed on both Player1's and Player2's windows. Once Player1 has played, he will have to click Next Player button and second Player will start typing. A simple comparison gives,when timer stops, the name of the winner will be shown.

LIMITATIONS:

1. User can't clear all the previous high scores made. Although a file highscores.txt is include in the setup where anyone can manually replace the high scores.
2. User can't type a name with "*" in his name as the program I am using to display name and scores splits the text with "*" in between.
3. User will have to play turnwise.
4. Time I have used is fixed i.e. 1 minute.
5. A simple copy paste method will work but then he will have to copy each word every time and then paste and press space bar.

REFRENCES:

1. www.stackoverflow.com
2. http://www.youtube.com/watch?v=1f0RBAn2EAo
3. http://www.youtube.com/watch?v=NopKX7SG2ag
4. www.msdn.microsoft.com/