Sebastian Cruz

Keyboard Warrior

2/12 - 2/21

Accomplishments since last report:

* Core UI layout conceptualized and prototyped
* WPM and timer functionality set up

Scheduled tasks to be done by next report:

* Functionality to switch between stances (attack and defense)
  + If done early, begin to implement either chance for harder words, or begin to combat objects (players and enemies)

Risks, concerns, or problems:

* Implementing typing for defense
  + Easiest approach would be to incorporate defense check in current typing script