Verbal Description
- Keyboard Warrior is a typing learning program in the form of a roguelike video game
- Designed to be an engaging way to practice typing and improve one's accuracy and speed
- Similar to games such as Typing of the Dead and TypeRacer, which encourage speed and accuracy
- Similar to programs such as MonkeyType, a typing test program, which also can help users to type more complex words in a quick and accurate manner
- Keyboard Warrior is designed to be a blend of current typing games and websites
    - Ultimately, the game aims to help develop a users skills in typing speed, accuracy, and ability to type longer and more complex words comfortably
- Features include
    - Scaling difficulty as the game progresses
    - Skills and items to create diversity in runs
    - Combat that involves both attacking and defending using typing
- Requires a keyboard and a Windows device
- The end user of the application are players who enjoy roguelikes and also computer users who like typing

Justification
- Keyboard Warrior is an appropriate project for this class because
    - It applies the skills that I have learned from Game Design and Game Development
        - Taking the fundamentals and concepts for designing a game from Game Design
        - Taking the coding knowledge learned from Game Development
    - Ultimately, the project is an opportunity to extend what has been learned in these classes
    - Having conceptualized the MVP, the project's technical difficulty is appropriate as it will be an application of my current knowledge of Unity to a new genre of game
        - Having been able to develop a game previously in one semester, I believe that I possess the skills required to bring Keyboard Warrior into fruition
    - Although several game mechanics have been thought of, the minimum viable product is simple enough to be able to focus on a few base mechanics through the semester, but allow for more features to be implemented if more time is available
    - The project is very interesting to me as someone who enjoys typing a lot
        - Since I collect and build mechanical keyboards, I often do typing tests during my free time to either experience how the keyboard feels and sounds, but also improve my typing speed
    - I believe that this project is interesting to classmates because it is a video game!
        - During the project proposal presentation, several classmates were curious to know about the mechanics of the game

- I believe that this project is interesting to the instructor because it is a refreshing take on typing games and websites
    - The aim of the project is to both entertain people and also help them develop the skills of typing

Keyboard Warrior is an engaging typing learning program presented in the format of a roguelike video game. This application offers a fun and interactive way for users to enhance their typing skills by focusing on accuracy and speed. Drawing inspiration from popular games like Typing of the Dead and TypeRacer, as well as programs like MonkeyType, Keyboard Warrior combines the best elements of current typing games and websites. With features such as scaling difficulty, diverse skills and items for each run, and a unique typing-based combat system involving both attacking and defending, the game aims to help users improve their typing speed and accuracy while comfortably handling longer and more complex words. Designed for Windows devices and requiring a keyboard, Keyboard Warrior caters to both roguelike enthusiasts and computer users looking to enhance their typing proficiency.

Keyboard Warrior proves to be a fitting project for this class, as it allows the application of acquired skills from both Game Design and Game Development. Leveraging the fundamentals and concepts learned in Game Design, the project integrates coding knowledge gained in Game Development. This undertaking presents an opportunity to extend and apply the knowledge acquired in these classes. Having conceptualized the Minimum Viable Product (MVP), the project's technical complexity aligns with the current Unity proficiency, offering a chance to explore a new game genre. With previous experience in developing a game within a semester, there's confidence in the ability to bring Keyboard Warrior to fruition. The project's mechanics, though diverse in thought, are streamlined for the MVP, allowing focused attention on fundamental mechanics initially, with room for additional features if time permits. The personal interest in typing, evident in the enjoyment of typing tests and the collection of mechanical keyboards, adds a genuine passion to the project. This enthusiasm extends to classmates, evident in their curiosity about the game mechanics during the project proposal presentation. The project's appeal also extends to the instructor, offering a refreshing perspective on typing games and websites. Ultimately, Keyboard Warrior aims to entertain while simultaneously aiding users in developing valuable typing skills.

Keyboard Warrior is a typing learning program that takes the form of a roguelike video game. It works on Windows computers and only requires a keyboard. The application provides an entertaining and interactive way for users to improve their typing skills, placing a strong emphasis on accuracy, speed, and ability to handle complexity. Inspired by games like Typing of the Dead and more competitive websites such as TypeRacer, as well as typing-test websites like MonkeyType, Keyboard Warrior in essence is a combination of the elements from current typing games and websites into one program. Its key features include a dynamic scaling of difficulty, ensuring users face progressively challenging typing scenarios as they advance. Each run is aims to have uniqueness through the collection of various skills and items during runs, introducing diversity to the experience. The game's distinguishing feature lies in its typing-based combat system, having users engage in both offensive and defensive maneuvers. This

approach aims to not only enhance typing proficiency but also make the learning process enjoyable and attention-grabbing. Keyboard Warrior is designed to appeal to two main groups: those who love roguelike games and are seeking a fresh gaming experience, and computer users aiming to improve or polish their typing skills. With an emphasis on both entertainment and skill development, the program seeks to ultimately make typing more extended and intricate words quickly and accurately a comfortably and achievable challenge.

Keyboard Warrior proves to be a suitable project for this class, serving as a platform for the practical application of skills developed from both Game Design and Game Development. This project offers a unique opportunity to apply the knowledge gained from these classes. By using the fundamental concepts learned in Game Design, the project integrates these principles using the coding knowledge and understanding of Unity acquired through the Game Development class. Having conceptualized Keyboard Warrior's Minimum Viable Product, the project's technical difficulty aligns well with my existing proficiency in Unity and understanding of game design theory, providing an avenue to explore a game genre I have significant interest in. Drawing from experience in successfully developing a game within a semester, I have confidence in my ability to bring Keyboard Warrior to fruition. Although several game mechanics have been conceptualized, I believe that the core mechanics of the game are simple enough to be reasonably completed before the end of the semester, allowing focused attention on fundamental mechanics initially and room for additional features if time permits. My passion for this projected is rooted in my personal interest in typing, evident in my collection and building of mechanical keyboards, and also my enjoyment of doing typing tests during my free time. I believe this enthusiasm also extends to classmates, apparent in their questions about the game mechanics during the project presentation. Finally, I believe that the project's appeal also extends to our professor, offering a refreshing perspective on typing games and websites. Ultimately, Keyboard Warrior aims to entertain while simultaneously aiding users in developing valuable typing skills.