Handle Game Logic

GameManager

-rawWPM:double
-realWPM:double
-accuracy:double
-textQ:LinkedList<String>
-inputQ:LinkedList<String>

getters

+update():boolean
+pushChar(char):boolean
+removeChar():boolean
+newGame(int):void
+startTimer():void

Handle Word Generation

Word Generator

-difficulty:int
-private:LinkedList<Word>

+setDiff(int):void
+addWord(String):void
+generate(int):String
-sortWords():void
-shuffle():void

Word <<Comparable>>

-value:String
-diff:double

getters
+calcDiff(String):double
+compareTo(Word):int

Manage Leaderboard

Leaderboard

-entries:LinkedList<Entry>

+globalLeaderboard():LinkedList<Entry>
-sort():void
+localLeaderboard():LinkedList<Entry>
+addEntry(String):void

Entry <<Comparable>>

-raw:double
-real:double
-acc:double
-name:String

getters

+compareTo(Entry):int

Terminal

TerminalGame

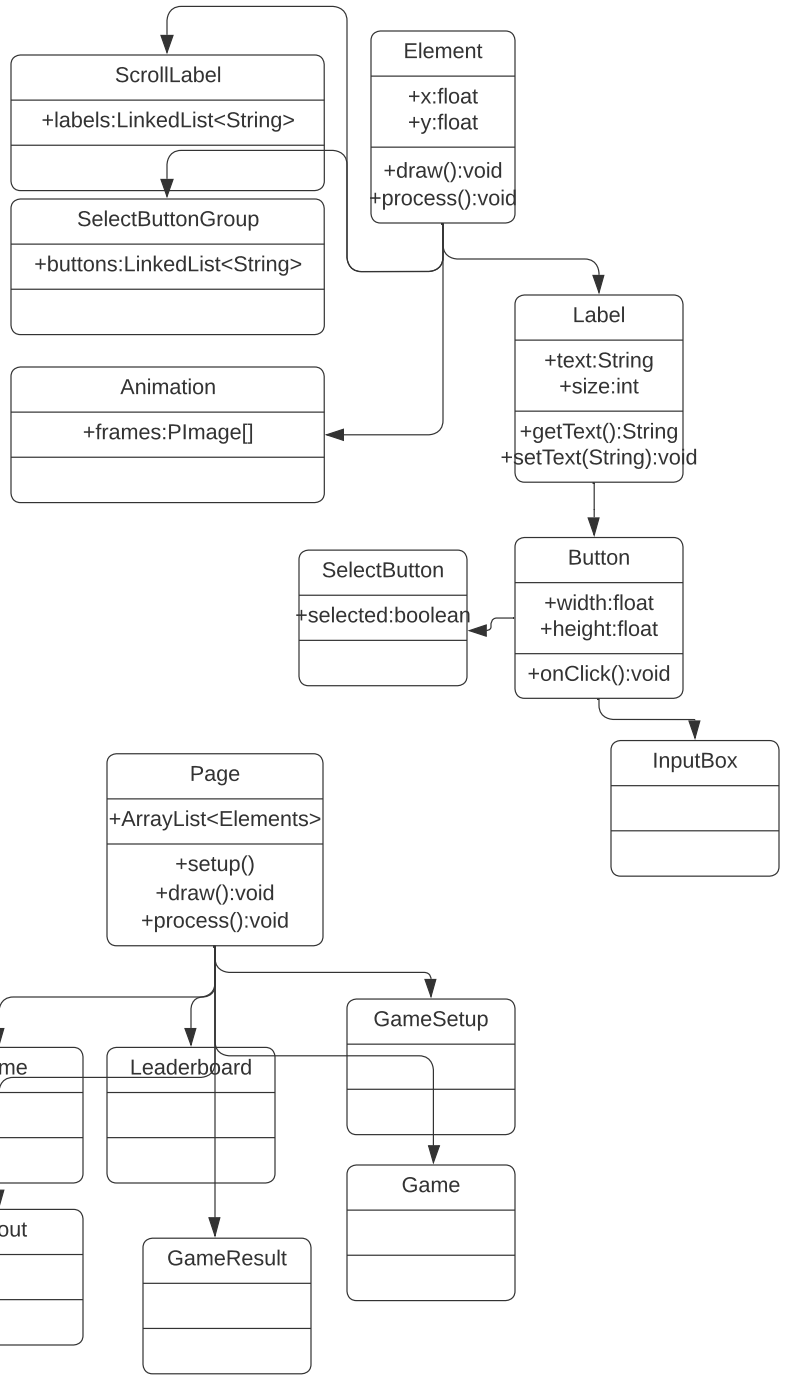
-colors:LinkedList<Boolen>
-handler:KeyboardHandler

+endGame():void
+updateScreen():void
+registerKeyEvent(KeyEvent):void
+setup():void
+animation():void

KeyboardHandler <<KeyboardListener>>

-game:TeminalGame()
-frame:JFame

+keyPressed():void
+keyReleased():void
+keyTyped():void

Play A Game

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