

When it came to my second project, I needed to create an interactive game that will utilize everything that we have seen in the semester. My main goal for this project is to get myself on the cart 263 website as a project to show to future cart students taking this class. I felt like the best way to get myself on there is to find a way to get the user to continuously be interacting with the project. This is where my idea for a type racing game came about. Hence, Racer; Start!, was born. As currently seen in the prototype, I have the exceedingly early main concept already implemented, and works as intended. So, the idea of the project is when you are typing the text (based on the level you choose), you will be racing a fellow AI. Your movement will depend on how fast you are typing and how many mistakes you have made. WPM, CPM, and a timer will all be implemented and will be a crucial part in determining the player's movement and statistics. I have not implemented the racing of the user yet because I felt that it would not be too difficult to implement as I felt that the actual typing portion of the project should be implemented first. The way I will implement WPM and CPM will be based off a timer; how many words and or characters you have typed based on how much time has passed, then translate this number into the WPM and CPM. As of right now, I have a button that once clicked will show the easy text. This button will not be going to be in the final project, as I just needed a way to test out my idea. I plan to have a draggable prompt, explaining the game, then on the prompt itself, asking what level you wish to type on, with their corresponding difficulties. This project will incorporate JQUERY, CSS, and obviously JAVASCRIPT, but you also cannot forget JSON.

INSPIRATION: <https://play.typeracer.com/>

Gameplay:

Once the player has chosen a difficulty, they will be shown text that will need to be typed to perfection, but only once the timer has started. Let us say 3 seconds, to get the player to look at the text in advance. Once typing has been permitted, the player's sprite will start to move depending on their typing abilities, racing the opposing AI. Data will be saved on their local computer; in case they care to come back, to improve their score. Once the text has been typed, a prompt will come up asking if the player wishes to improve their score or race again on a new difficulty or the same difficulty. The higher the difficulty, the harder the text will be, and the faster the AI will move, so if you have type at a fast WPM, the higher difficulties shouldn't be a problem.

Prompt
Explanation
Levels

Racer; start!

Less to look
Party

Level(x)

Sentence(s): ~~~~~
~~~~~

User → → → → → → →

AI → → → → → → →

Timer: 3... 2... 1... start typing

Text input

WPM: x

CPM: x

Time: x