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Thread: [Making a Type Racer inspired game called SharkTypers](#)

Toscan - June 30, 2024, 12:20 am

So for the past month or so I've been working on a website typing game project inspired by type racer.

If you're interested in a short demo: <https://sharktyper.com/>

The initial goal was just to build something to learn JavaScript to make my websites more dynamic, but eventually it turned into a more serious project themed around Sharks. The game is meant to be a website, just like Type Racer but aiming to be a more fun and exciting, and overall a more enjoyable atmosphere for users.

The typing part of the game is fully functional. Users get a randomized text prompt that they must complete in order to receive experience, scales and a placement of course!

Spoiler ([Click to View](#))

Completed Log

-----Refracted Original JavaScript file into a new React Project using Vite and Express for our Server.

User Login/Registration

Database API

Persistent Cookies w/ JWT token

React Routes

User Profiles

Sounds for winning, collecting, typing, errors.

Overall Theme is completed (Not using any CSS framework "yet".)

Started Adding Multiplayer Support using Socket.io / Socket.io-client

Users can connect to room sockets and emit events to other players.

Pending Features

-----Update users new shark position to users in the same roomID.

Input Validation / Sanitation Client & Server Side.

User Password Hashing possibly using bcrypt unless there is something better?

Add bots to race if room is not full.

Will add more? Going to sleep for now. :)

Any ideas / questions are greatly appreciated!

rip - *July 6, 2024, 2:23 pm*

Excited to see the progression in this, commenting to follow.

Sahgid - *July 8, 2024, 11:34 pm*

I like it. Might make a similar site myself.