Procedural Reaction Practice Game

Seeded visual targets, pointer and keyboard modes, and exportable round records.

Pick a mode and seed

Pointer mode requires clicking or touching the drawn target. Keyboard mode uses arrow keys to select one of four labelled quadrants and Space or Enter to answer. Mode is recorded because the two input methods are different tasks.

Start a complete round

Choose 6 to 60 targets and a seed. The next target is derived deterministically from the seed and target index. The original 3D project, its code and artwork are not used; all visuals are independently drawn Canvas geometry.

01 / Input record

Purpose
Play a short fictional seeded target sequence.

Fictional input
Seed 17; choose pointer or keyboard mode; 12 targets in a round.

Units and input scope
A browser game score is not a medical, cognitive or real-world performance assessment.

Input version
Example version 1; record a new version after changing an input.

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