MODULE A
Test Project
BRICS Future Skills & Tech Challenge 2024

«Mobile Applications Development»
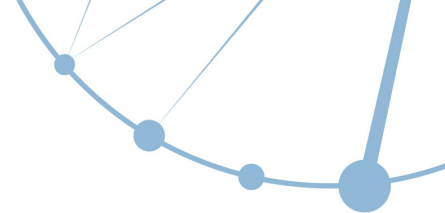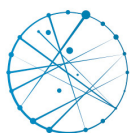
General

You need to prepare the core for the future application, as well as to develop the primary functionality. It should be borne in mind that as part of the entire development, it will be necessary to implement an application for a smartphone and TV.

The application layouts are available at the link: https://www.figma.com/design/DkTGymOvcvnFvtOaKPrWpU/QuiziPeasy---A?node-id=0-1&t=dsuzuRvzvRpLeYF5-1

All development results must be saved to the version control system located at the link: git.ws.skillmad.ru/brics2024 /. You need to create branches for each module and maintain the current version of the application in the main/master branch.

All data for work is available in the Supabase service: supabase.com

If you add buttons to go to other pages, then if the functionality of the next page is not provided for the current session, then you just need to open an empty screen.

If there is no Internet connection, the application should display a corresponding pop-up message.

During the execution of requests, an indication should be displayed so that the user understands that sync in progress.

During the assignment, you are prohibited from using Internet resources to obtain information, except official documentation for development platforms, as well as online translators. It is forbidden to use online documentation for additional libraries.

Navigation

It is necessary to provide a Tabbar which consists of the following buttons:

• Home – to open the main screen

• Search – will not be used as part of the current task;

• Leaderboard – to open the leaderboard screen;

• Profile. When clicked, the player's selection must be opened;

• Launch the game. When you click on "launch", a random game should start.

Player select

Implement a screen that will allow you to display a list of available players, as well as select the desired player. The selected player must be saved and after restarting the application, the main screen should open to the user.

Main screen

The main screen should consist of several blocks with the described logic:
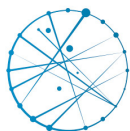
1. The page header. It must display the player's greeting, nickname and avatar.

The greeting should be formed relative to the time of day. From 03:00-11:00 – good morning, from 11:01-17:00 – good afternoon, from 17:01-22:00 – good evening, from 22:01-02:59 – good night.

The user's nickname and avatar must be uploaded from the server.

2. A block with a description. Implement the block as shown on the layout

3. The list of games. It is necessary to display a list of all available games with the image of the game, the number of points awarded and the name.

Leaderboard

You need to develop a "leaderboard" screen in which to display all players with their achievements sorted by score. This list should be updated in real time. For each player, it is necessary to display: position, avatar, nickname, number of points, icon of the winner (if the player took 1-3 place).