



International  
professional  
development platform

# MODULE D

## BRICS Future Skills & Tech Challenge 2024

### «Mobile Applications Development»



## Draw an image

The application layouts are available at the link:

<https://www.figma.com/design/j2Y81RCp3xxOqo2xKMefO6/QuziPeasy---D?node-id=0-1&t=g7EmxIAowTo1LIQp-1>

It is necessary to implement a game, the scenario of which consists of the following stages:

1. The player is randomly shown tasks from the supabase (di\_questions). The player has access to the "choose photo" button, which selects an image from the gallery.
2. After selecting an image, you need to display it on the screen. When you click on "retake", user can select another image. When you click on "analyze", you need to send the image to the image recognition service and check the similarity.
3. While waiting for a response from the recognition service, it is necessary that the image have "pulse" animation.
4. After checking, it is necessary to display the result indicating the percentage of match and highlighting it in the appropriate color.
5. If the match is more than 50%, then it is necessary to display the "next" button, when clicked, go to the next task. If the match is less than 50%, then display the "try again" button, when clicked, which allows the user to select a new image and follow the previous scenario.

For each successful recognition, points must be awarded according to the following formula:  $100 + (100 * \text{recognition percentage})$ . For example, if the recognition percentage is 65, then:  $100 + (100 * 65\%) = 165$ .

For google requests you should use that URL:

<https://cloud.google.com/vision/docs/reference/rest/v1/images/annotate>

POST <https://content-vision.googleapis.com/v1/images:annotate?alt=json&key={key}>

Header: X-Origin: <https://explorer.apis.google.com>

Key provided in resources folder

## Widget

Create a widget for the desktop on which you want to display the player's data: current score, avatar. The data must be updated from the server. The appearance of the widget must match the overall style of the application. Widget should be implemented in two sizes (minimum and maximum for android). When you click on the widget, you need to open the random game screen.

## Tests

Create 4 tests to check the accrual of points, depending on the percentage of recognition. Add to Readme.md a description of where these tests are located.