

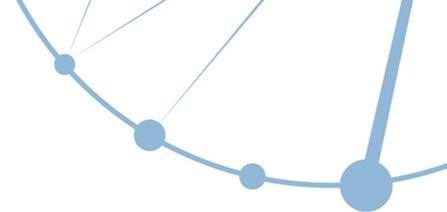


International  
professional  
development platform

# MODULE C

## BRICS Future Skills & Tech Challenge 2024

«Mobile applications development»



## Right answer

Layouts available by link: <https://www.figma.com/design/ynq5Ecvcp2L2Zms1jDNnMU/QuiziPeasy---C?node-id=0-1&t=Zxhob3mC3Zow80ZK-1>

You need to implement a game with a mechanism for choosing the correct answer out of four. The questions and answers are contained in the supabase (ra\_questions and ra\_answers).

It is necessary to display random questions and answers to the player. The order of output of the answers should be random. For ease of testing, it is necessary to display the "+" symbol near correct answer.

When clicking on one of the answers, it is necessary to highlight it in green if it is correct, and in red if it is incorrect. When choosing the correct answer, it is necessary to play the sound "right answer", and if it is incorrect: "bad answer". After the selected answer, you need to display the "next" button to move to the next question.

Implement a mode where players can start playing right answer together. The questions should be displayed for everyone at the same time, and the transition to the next question is possible only after all the players involved in the game have answered. After the current user selects an answer, it is necessary to start displaying the answers of other players, coloring their selected answers in red or green (for example, if all players chose the same answer, then only one will be highlighted).

For each correct answer, the player must be awarded 50 points.