

Coding Challenge: Falling Words

Code: <https://github.com/code4ash/Falling-Words>
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- Static text for language one
- Falling text for the translation
- Visual Timer
- Scoreboard

Information

Time invested: 3.40 hr

- ✓ Concept: 1hr
- ✓ Doc study: 30 min
- ✓ Implementation: 1:20 hr
- ✓ UI development: 30 min
- ✓ Testing: 20 min

Decisions for restricted Time

Simple Implementation
Single activity
No saved data
Limited UI/UX

Improvement

Complete gaming experience
Rich UI/UX
Pattern based implementation
Multi-player option
Multiple challenge mode

Code repository

<https://github.com/code4ash/Falling-Words>

JSON Object Helper

Used words_v2.json file to directly capture displayed text in language one and language two.

Timer

Implemented visual timer for each question.

Scoreboard

Right/ Wrong/ No Answer feedback in scoreboard. Scoreboard is available during play time and at the end of the session. Topbar will always show the current status of the game.

Visual Feedback for Right/Wrong

Custom toast message for right and wrong answer.

Randomized Translation

Translated word is provided from json file in a random manner.

Showcase: Screenshot

