

The Konnichi-wow Quiz App is a well-structured React application that uses a component-based architecture and a modern styling approach to deliver an engaging, Japanese-themed quiz experience.

The core development approach can be documented across the following areas:

## 1. Technology Stack

- **Framework:** React with TypeScript/TSX.
- **Build Tool:** Vite is used for the development server and bundling.
- **Styling:** The app uses **Tailwind CSS** for utility-first styling. It integrates a collection of custom UI components, heavily based on the shadcn/ui pattern, found in the src/components/ui directory.
- **Theming:** Custom CSS variables define a dual-theme system (light and dark mode) with a unique color palette for primary branding (#EC265F and #26ECB4).

## 2. Application Architecture and Flow

The application follows a classic single-page, state-driven architecture centered around a main container component.

### Component Hierarchy (Top-Down)

1. **App.tsx:** The main entry point that simply renders the core Quiz component.
2. **Quiz.tsx (State Container):** This is the primary stateful component that drives the entire application logic, game flow, and conditional rendering.
  - **Conditional Rendering:** It manages the overall state (current question, score, phase) and conditionally renders one of three main views: the active quiz, the badge award screen, or the summary screen.
  - **Data Source:** It imports and uses a hardcoded quiz data object (QUIZ\_DATA) as the source of truth for questions.
3. **Question.tsx (Presentational):** Renders a single quiz question, its options, and visual feedback (correct/incorrect highlighting) based on props received from Quiz.tsx.
4. **Summary.tsx (Presentational):** Displays the final results, calculates a performance "Grade," and iterates over the completed answers to provide a detailed review for each question.

## 3. Core Logic and State Management

The game logic is primarily managed within src/components/Quiz.tsx using React's built-in hooks:

State Variable	Purpose	Management
currentQuestionIndex	Tracks the user's progress through the quiz.	Incremented by handleNextQuestion.
selectedAnswer & showFeedback	Controls the selected option and toggles the visual feedback state (showing correct/incorrect answer).	handleSelectAnswer sets these states after an option is clicked.
score, currentStreak, maxStreak	Track performance metrics.	Updated within handleSelectAnswer.
answers	An array of objects storing the user's response (selectedAnswer) and the result (isCorrect) for every question.	Used to display the progress bar and the final review screen.
isDarkMode	Manages the theme preference.	Toggled by the ThemeToggle component's onToggle handler.

#### Key Features in Quiz.tsx:

- Story Progression/Mascot Logic:** The getMascotData function dynamically changes the displayed mascot image (mascotReady, mascotBusiness, mascotWarrior, mascotCalligraphy) and its message based on the current question index, the streak, and the overall game phase (quiz, badge award, summary).
- Accessibility (Keyboard Navigation):** The application includes extensive useEffect hooks to enable keyboard controls (1-4 keys to select/highlight options, Arrow keys for navigation, Enter key for selection/proceeding) to improve accessibility and user experience.

#### 4. Styling and Design Approach

The app's design approach heavily features Japanese cultural elements and a vibrant, energetic aesthetic:

- **Color Palette:** Two prominent, highly saturated colors (#EC265F - pink/red and #26ECB4 - teal/cyan) are used as primary and accent colors throughout the design, often combined in gradients for buttons, progress bars, and decorations.
- **Visual Decorations:** Components feature extensive Japanese-themed decorative elements (e.g., Cherry Blossoms 🌸, Temples 🏯, Lanterns 🎾) and subtle, custom CSS animations (.animate-float, .animate-float-delay) to create a lively background and immersive feel.
- **Dual-Language UX:** Headers, titles, and key interface elements often display both Japanese (Kanji/Kana) and English text (e.g., 問題 | Question, 復習 | Review Your Answers).

KONNICHI™  
WOW

日本語練習 | Japanese Practice Quiz

Question 3 / 5

連続: 0

How do you say 'Thank you' in Japanese?

集中して!  
Focus!

おめでとうございます!  
Congratulations!

ブロンズ Bronze Badge

Good start! Keep practicing!

2 / 5  
正解数 Questions Correct

詳細を見る View Detailed Results →

やった!  
Badge Unlocked!

KONNICHI™  
WOW

Keep Practicing!

練習しましょう!

2 / 5  
あなたのスコア | Your Score

次は頑張ろう!  
Let's try again!

40% 正確度 | Accuracy

⚡ 1 連続 | Best Streak

復習 | Review Your Answers

問題 1 | Question 1:  
What does 'こんにちは' (Konnichiwa) mean?

正解 | Correct answer:  
Hello/Good afternoon

説明 | Explanation:  
'こんにちは' (Konnichiwa) is a common Japanese greeting used during the daytime, meaning 'Hello' or 'Good afternoon'.

次は頑張ろう！  
Let's try again!

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日本語練習 | Japanese Practice Quiz

Question 1 / 5 連続: 0

What does 'こんにちは' (Konnichiwa) mean?

1 Good morning

2 Hello/Good afternoon

3 Good night

4 Goodbye

X 不正解 Incorrect

始めよう！  
Let's start!

大丈夫！  
It's okay!



The image shows a mobile application interface for learning Japanese. At the top, there is a green button with the letters "CW" and a circular icon with a blue arrow. Below this, the title "KONNICHİ WOW" is displayed in large, bold, red letters, with a small "TM" symbol next to it. There are decorative elements like cherry blossoms and lanterns. Below the title, the text "日本語練習 | Japanese Practice Quiz" is shown in English and Japanese. On either side of the text are small icons of people. The main content area is titled "Question 1 / 5" and shows a progress bar with five segments. The question asks, "What does 'こんにち  
は' (Konnichiwa)  
mean?" with a pink flower icon next to the question. Two options are provided: "1 Good morning" and "2 Hello/Good afternoon". Each option has a small numbered icon and a background image of a traditional Japanese building.

日本語練習 | Japanese Practice Quiz

Question 1 / 5

連續: 0

What does 'こんにち  
は' (Konnichiwa)  
mean?

1 Good morning

2 Hello/Good afternoon



Question 1 / 5



连续: 0

✿ What does 'こんにち  
は' (Konnichiwa)  
mean?

1

Good morning



2

Hello/Good afternoon



3

Good night



4

Goodbye



Question 2 / 5

连续: 1

Which hiragana  
character represents  
the sound 'ka'?

1

き

2

か

3

く

4

け