Home task - Unity Android mobile application

If you are familiar with Uniti and working with APIs, the estimated time for this task is less than 3 hours.

Description:

Your task is to create a simple Android application that retrieves information from an API and shows it to the user.

See below (page 2) UI layout.

Field Name	Requirements
name	Protected (read only)
description	Can be change by the user Bonus: If the text is too long the text area will have a scrollbar.
QR Code	Show the image. The API returns image data in BASE64 encoding
color	The API returns color in hex (e.g. #FF00A1), show the square in that color. Bonus : User can change the color with a color selector.
enable	If true turn it ON, if false turn it OFF Bonus: Can be switched ON or OFF by the user.

API technical details:

URL: https://pusbkbbia3.execute-api.us-east-1.amazonaws.com/default/get_cat

HTTP method: POST

Request body: JSON, name is a mandatory field and will hold developer nickname

Recommended steps:

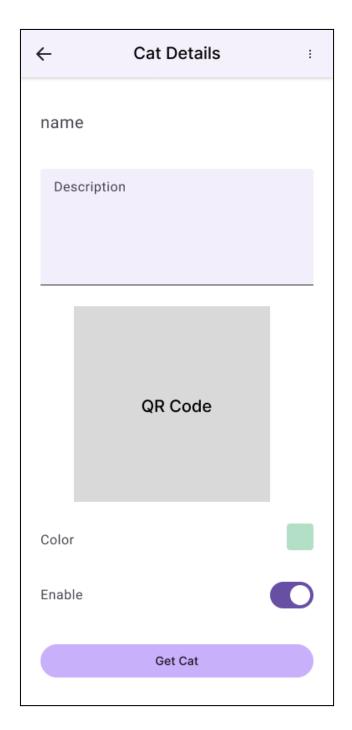
- 1. Implement the UI
- 2. Access the API and parse the response
- 3. Invoke calling API by pressing the "Get Cat" button
- 4. Combine the data from the API within the UI
- 5. Deal with the bonuses :-)

How to submit your solution? (pick one)

- 1. Upload it to github (or other git service)
- 2. Upload to a web drive (like Google Drive) a zip file with all the sources and assets Your solution will be built on our machine, so include everything we need to build it. Please don't include unnecessary binary files.

If you have any questions regarding this task don't hesitate to ask.

Good luck



Design Instructions:

Top bar and text area color: **#F2EDFC**

"Get Cat" button color: #C9B0FB

Icons:



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