**Bee School – Phase 2 Test Task**

Thank you for your great work so far!  
This next task will test your ability to work with animation, UX details, and user state management.

**✅ Features to Implement**

**1. Answer Tracking + Summary**

Track each question's result (correct / incorrect), and at the end of the quiz display a summary:

* List each **English word**, the **user’s answer**, the **correct answer**, and a ✅/❌ result
* Style it clearly — this is for reviewing mistakes

**2. Mascot Reaction (Animated or Static)**

After each answer, display a **mascot reaction**:

* 😊 Happy face or character if correct
* 😢 🤖 Sad or surprised if incorrect

You may choose to:

* ✅ Use **emojis**, OR
* 🎨 Create and use **your own mascot images** — place them in /public/mascot/
  + Examples: happy.png, sad.png, thinking.png
  + You can use free generators or make your own small illustrations

💡 This is a chance to show your **design sense** and **aesthetic taste**  
✨ Bonus: Add a bounce or fade-in animation using **Framer Motion** (optional)

**3. XP Progress Upgrade**

Enhance the existing XP/progress bar:

* Animate the bar smoothly as the quiz progresses
* Optional: Add a fun **level-up effect** (stars, sparkle, ding sound)
* Keep the structure modular so we can later plug in:
  + 💎 Level badges
  + ⭐ Coin counters
  + 🎁 Unlockable sets

🎨 Animation is optional but encouraged — Framer Motion is already set up.