ASSIGNMENT

Design a fun and educational activity for a Kid's Learning Platform that encourages children to learn the alphabet. Your design should engage students in a challenge where they select the correct letter based on a given question. For every correct answer, the student should receive a virtual banana. The goal is to collect bananas to make a character, the monkey, smile.

KEY FEATURES

- **Screen Size:** The activity should be designed for a screen size of 1512 x 982 (MacBook Pro).
- **Micro Interactions:** Incorporate micro-interactions to enhance the learning experience, making the activity both engaging and intuitive for young learners.
- **Figma Prototyping:** Utilize Figma to develop a high-fidelity prototype of the activity. Your prototype should demonstrate advanced interaction design and a smooth user flow.
- **Visual Appeal:** Apply your visualization skills to create a captivating and age-appropriate (for age 4-6) design. The interface should be visually appealing, user-friendly, and suitable for a children's learning environment.
- **Art and Illustration:** Employ your art and illustration talents to create unique and creative design elements that enliven the activity.

SUBMISSION REQUIREMENTS

- Submit a Figma file containing the prototype of the learning activity.
- Ensure that the file demonstrates all requested features and adheres to the given screen size and theme.

TIMELINE

You have 24 hours to complete and submit the assignment, starting from the time you receive this document.

EVALUATION CRITERIA

Your submission will be evaluated based on creativity, adherence to the assignment brief, technical proficiency in Figma, quality of micro-interactions, visual design, and overall user experience.

SUBMISSION INSTRUCTIONS

Please submit your Figma file link to [Submission Email/Link] before the deadline. Ensure that the link is accessible and viewable.