

Instructions:

Please read the requirements carefully and complete the tasks using HTML5, CSS3, and JavaScript.

Use any front-end framework or library of your choice.

Submit your code as a zip file or a GitHub link.

Media Assets (referenced below) are available to download from [here](#)

Requirements:

1. Write a HTML5 Media Player application that is able to display a loop of images and videos continuously
2. The playback order ("playlist") should be specified in an JSON array and stored in a JSON file in the root of the web application.
 - a. Each media asset should have properties defining; name, location of file to download, duration in seconds to play the media asset for (use 0 for videos indicating play to length)
3. The content ("media assets") should be stored in a folder in the root of the web application.
4. When the application runs in the browser it should-
 - a. Check if IndexedDB is supported by the browser, if not show an appropriate error message
 - b. Check if this is the first run by checking for presence of a flag in the database
 - c. If it is the first run:
 - i. Download the playlist JSON file and store it in the database
 - ii. Read the playlist download each media asset specified and store those in the IndexedDB database updating the playlist stored in the database with the location of the media asset
 - d. If not first run or after first run process
 - i. Load the playlist from the database
 - ii. Play each media asset in the playlist in a continuous loop, loading from the IndexedDB database for the duration specified

Bonus:

- Use a JavaScript library like jQuery or React.

Note:

You are allowed to use any resources you need (e.g. Google, StackOverflow, MDN Web Docs, etc.)

You will be assessed on the completeness of the solution, the quality of the code, and adherence to the requirements.