

iOS Test Task #3: Chat Emulation

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Preconditions

The Application code must include the Chat Scenario JSON file as a resource, corresponding the following format:

```
[
  {
    line: "chat line#1"
  },
  {
    line: "chat line#2"
  },
  ...
]
```

- If necessary for the implementation purposes the format might be extended with any additional values.
- Maximum Chat Line size is 550 characters.
- There is no minimum Chat Line size.

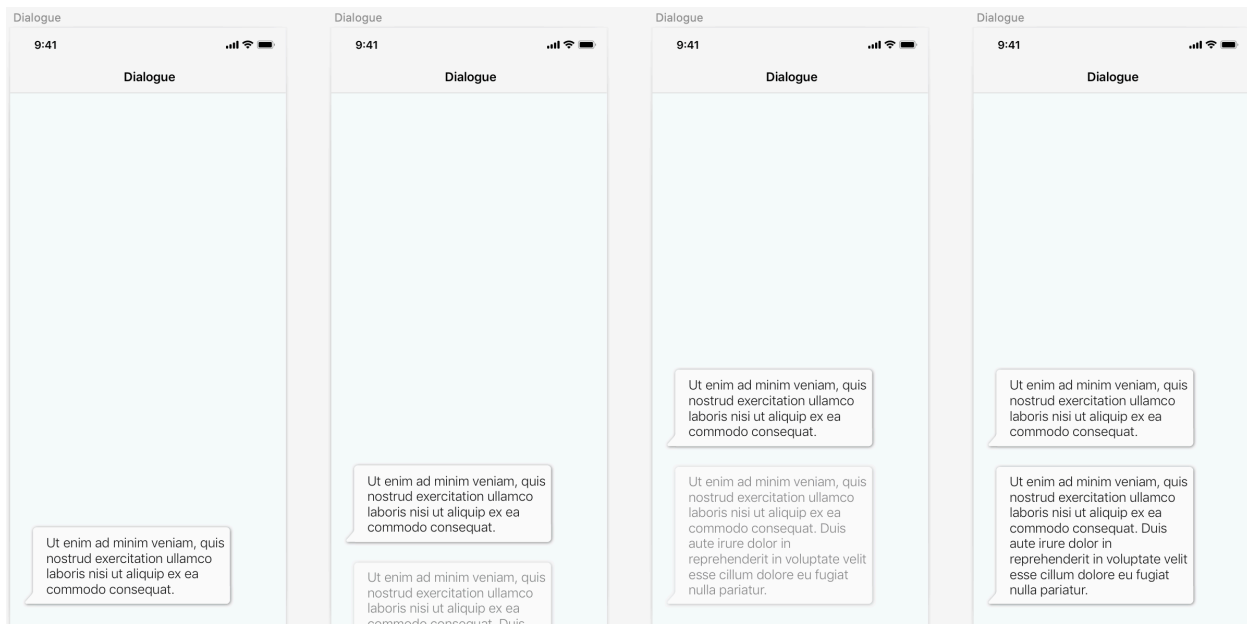
Requirements

- There is no strong requirement for the implementation to be pixel perfect
- The Application must execute the following logic:
 - For every chat line
 - A Chat Bubble must appear with the following animation logic:
 - For the very first Bubble in 0.5 seconds
 - linearly transform from 0% to 100% opacity
 - For all subsequent Bubbles in 0.5 seconds
 - linearly transform from 0% to 100% opacity
 - move up from below the bottom screen edge till completely appear (all previous Bubbles must move up synchronously with the appearing Bubble)
 - 0.5 seconds after a Bubble appears, the voice must start to read the Chat Line (with TTS engine)

- Proceed with the next line processing 0.5 second after the current Chat Line text is completely read

Details

Animation Flow



Guidelines

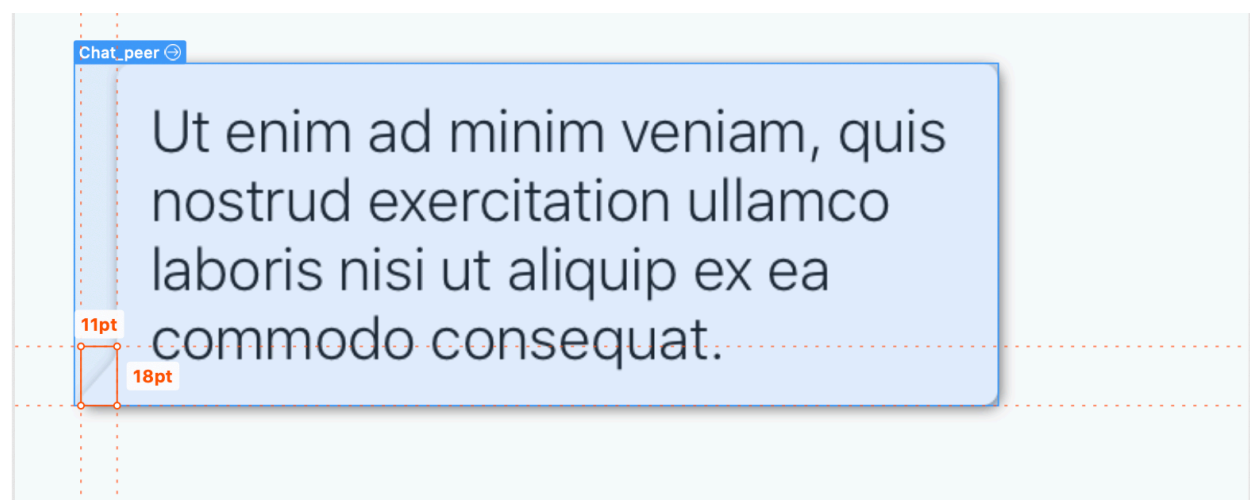
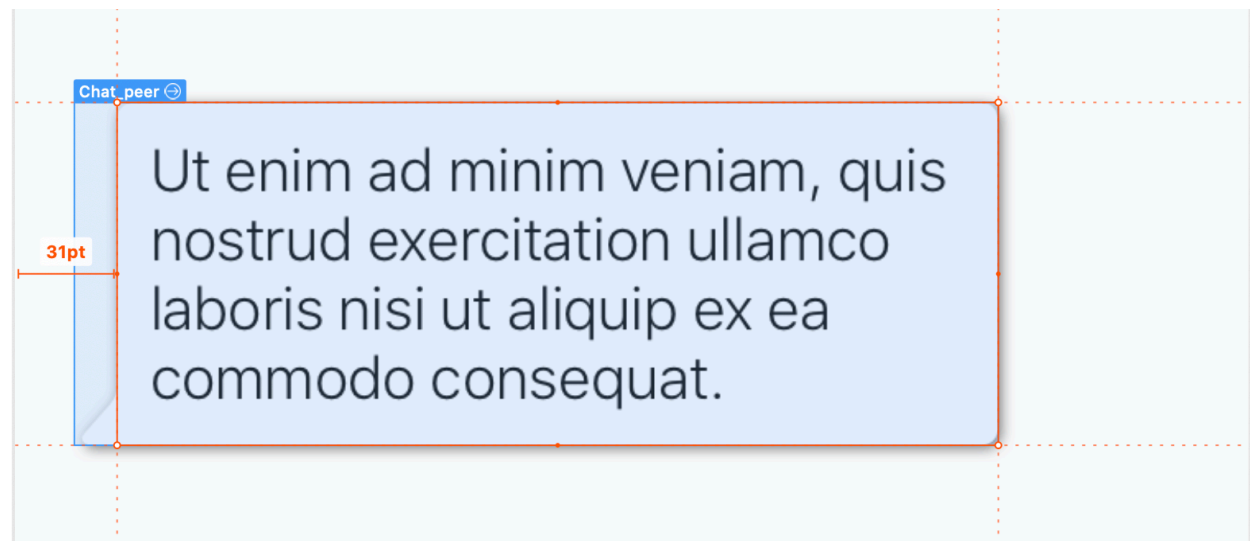
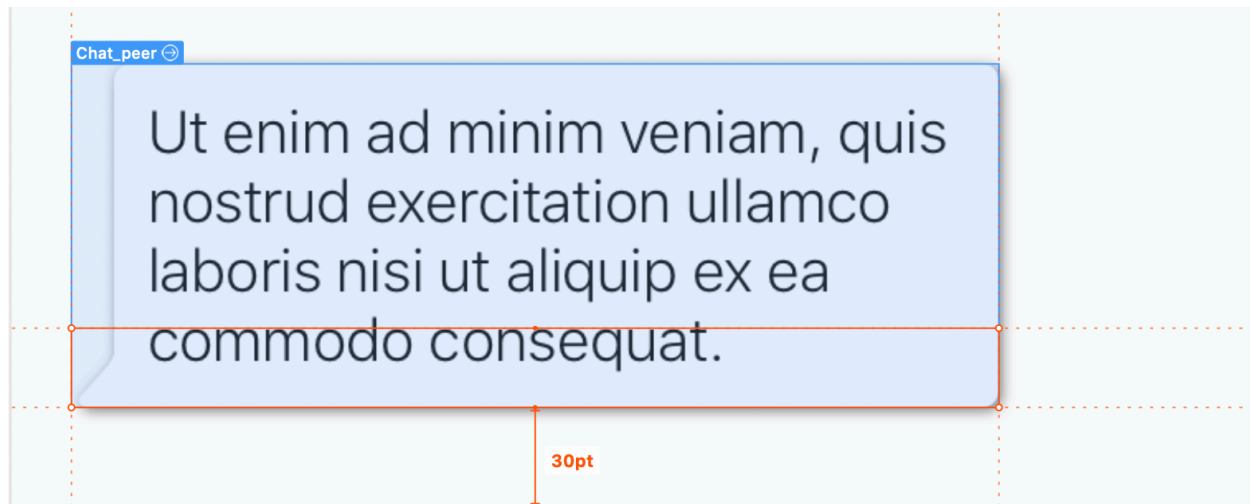
VIEW

- Background Color: #F9FAFB

CHAT BUBBLE

- Shadow
 - Color: #000000
 - X: 1 pt
 - Y: 1 pt
 - Blur: 4 pt
- Background Color: #FDFDFE

- Border Radius: 5 pt
- Max width: 75%
- Distance between bubbles: 30 pt



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