

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:

- 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.

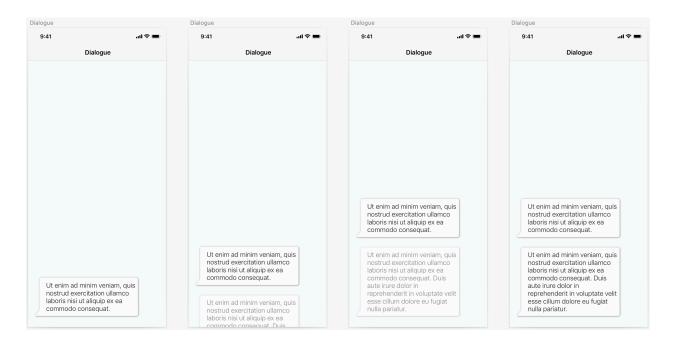
Requirements

- 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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