

## **Thought process:**

- I started by writing the algorithm for the different calculations the application requires.
- After that, I made the UI for the input and the leveling up screen
- For the leveling up screen, I made sure I get the different elements on screen first and then make everything work with the entered input.

## **Things I tried and worked:**

- Getting the logic of the application on point (Calculating XP for levels, calculating remaining XP to reach next level ...)
- Filling the progress bar with the correct amount of percentage according to the given XP as well as animating the filling process
- Animating the high badge and the level indicator

## **Things I tried and didn't work:**

- Animating between different levels
- Animating between the low and high badge when switching levels (failure of reproducing an asynchronous action with the setTimeout function)

## **Comments on the test:**

- Overall the test is challenging but doable.