

UX Engineering Prompt 3

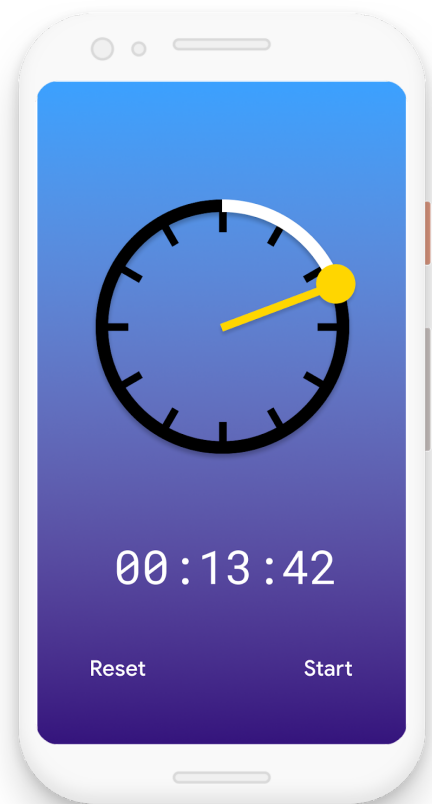
Countdown Timer

You're asked to prototype the interaction model for a countdown timer. The prototype has both a digital display and an analog display. The prototype should have working start / stop and reset buttons, and the ability to set the time from which to count down.

Things to share in your project documentation:

- Which method you implemented to set the timer and why
- What engineering considerations drove your solution
- What user experience questions shaped your prototype
- Given more time, what your next would steps be

Feel free to use any technologies, libraries, or frameworks you'd like to build a responsive prototype. Please don't spend more than 10 hours on this project and have fun!





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