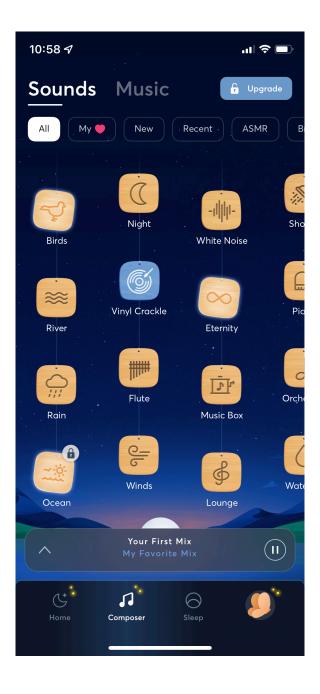


Version 3.0

# **Objective**

Make a mini BetterSleep app (the sound mixing part of it) using images and sounds provided. For reference, here's what it looks like in the production app. You are more than welcome to play with it, it's in the Composer tab.



## **Specifications**

- Each icon has to play a sound and change its image when selected. It should stop the sound and change back its image when deselected;
- A global Play/Pause button should play/stop the selected sounds.
- A Clear button should clear the current selection and stop all sounds.
- The app should save its state with the current sound selection so that the user can open back the app with the last selection.
- The user should be able to play a maximum of three sounds at once. If the user tries to select more sounds, a warning message should be displayed.
- Bonus: Animate the playing sound icons.

### **Duration**

The test should take about half a day.

### **Evaluation Criteria**

- Compliance with the specifications (behaves like the official version of BetterSleep)
- Design / Architecture (use of object-oriented concepts, separation of concerns, etc.)
- Code quality (variables and methods naming, readability, reusability, etc.)

### **Hand Off**

Send us you project by email in a zip archive, including instructions to run the project if necessary.