



TEKNASYON

iOS Challenge

Overview

Hello,

It was a pleasure meeting you. We hope you enjoyed the interview with us. We would like you to complete a task to help us understand you better. We hope you have an understanding of our company's visions and goals, as well as our expectations of you.

We are sending you this challenge as it is a part of our evaluation process. Please send us your solution to the project below. This challenge will help us understand how you write code. As you complete this project, please consider the following criteria and rules.



Rules

1. The project should be completed in 7 days.
2. An iOS application should be developed.
3. The application should be developed by using Swift language.
4. The application should operate on iOS 9.0 or higher.
5. Open source library can be used in order to decrease the development process.
6. Object oriented principles should be followed.
7. An API or a socket server will not be provided, all requests and responses structure should be planned and documented by the developer.
8. Mock services can be used.
9. Public GitHub account should be open in order to share source codes.



Criteria

Here are the criteria which will effect the evaluation in a positive way.

1. Reason for library selection and how these are implemented in the project.
2. Comments in the source code.
3. One design pattern should be selected.
4. Folder structure.
5. Apple native libraries should be used as much as possible.
6. Test scripts usage.
7. Releasing the application in a way that works.
8. Doc file.
9. Git commits will be evaluated.

Info

Concerning any parts of the project that are not clear, please make your own determinations and decisions and include an explanation of your choices in the doc file.

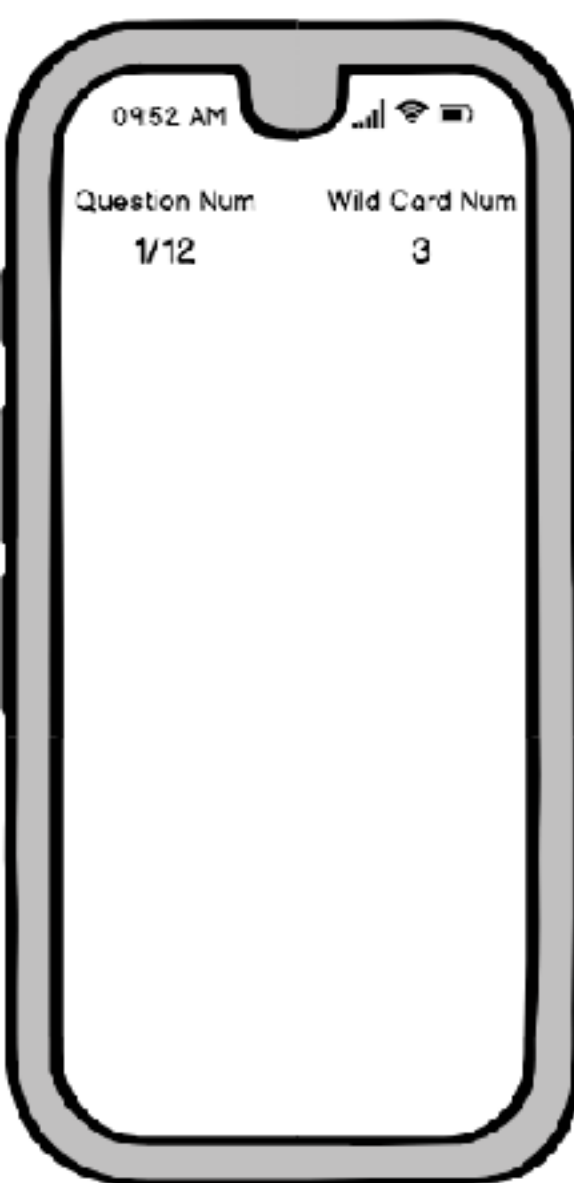


Challenge Detail

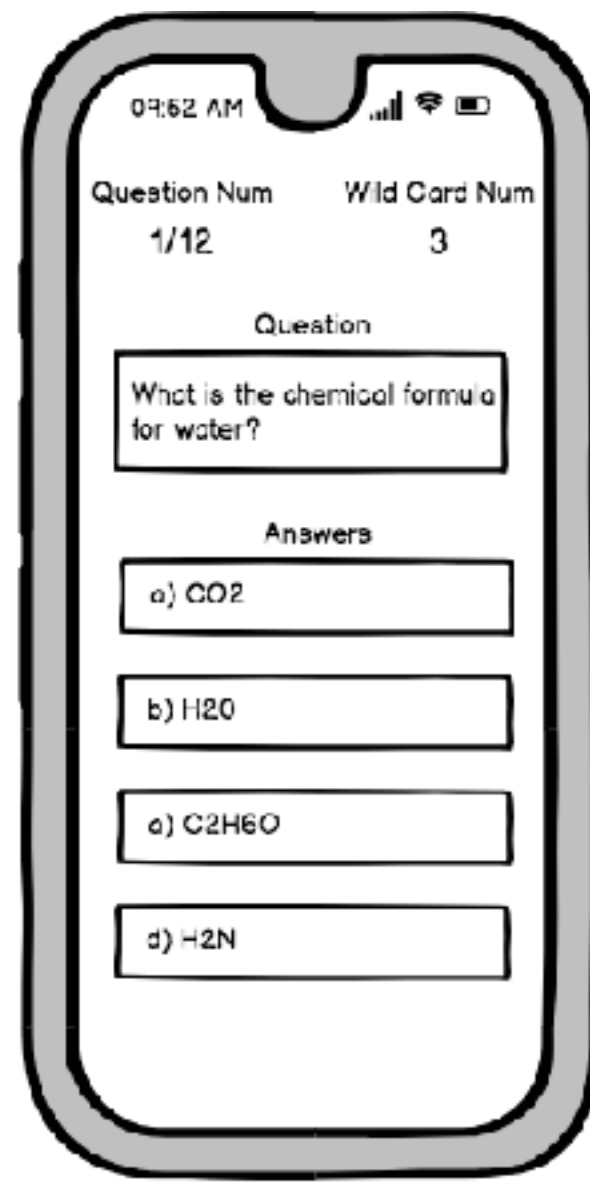
- The application will be a sample trivia application.
- The application will consist of two screens. First is the question screen, second is the final screen.
- When the application is launched, the app will get user's wild-card(joker) information from API.
- The competition will be started when the socket server sends the first question message.
- When a question message is received via the socket server, the question will be displayed on the screen.
- When the user sends an answer, it will be verified that the response has been delivered to the server.
- The results are to appear on the screen. In this phase, any element on the screen will not be touched.
- When the result comes from the server, that screen will be displayed whether user has answered correctly or incorrectly.
- If their answer is incorrect and the user has a wild-card and the user has never used any wild-card in that competition, the user will be offered the option to use a wild-card.
- Using a wild-card will be transmitted as a message to the socket server.
- If a wild-card usage is verified by the server, the player will continue as a player, otherwise the player will continue as a viewer.
- The final screen will be shown to the user when the socket server sends the finish message.
- All socket and API requests/responses must be defined and documented by the developer in JSON data format.



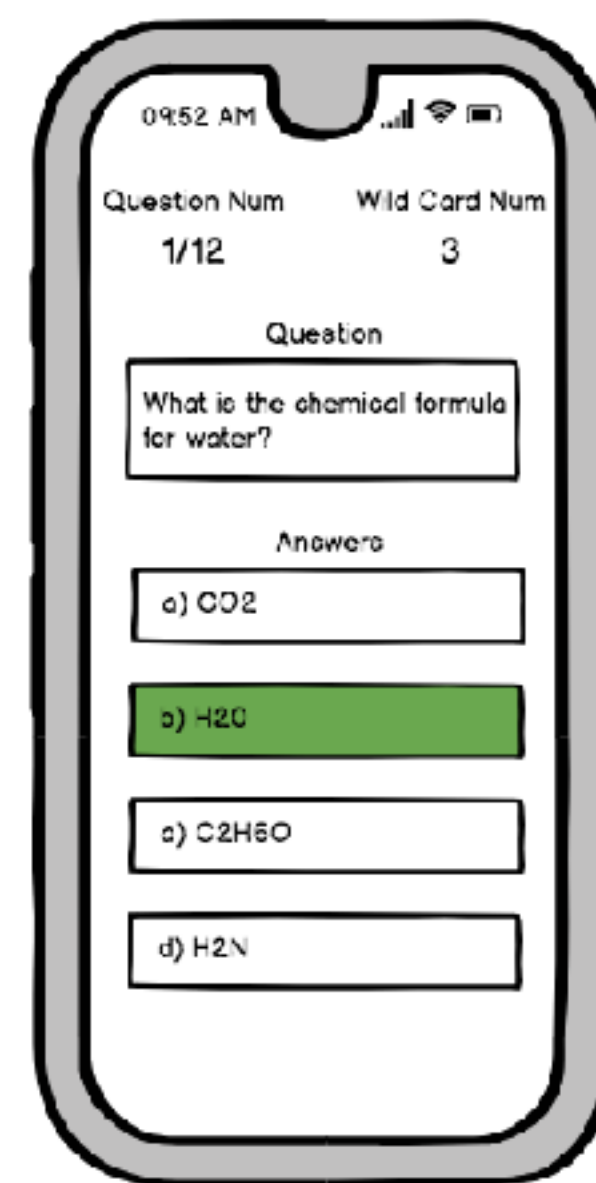
Images



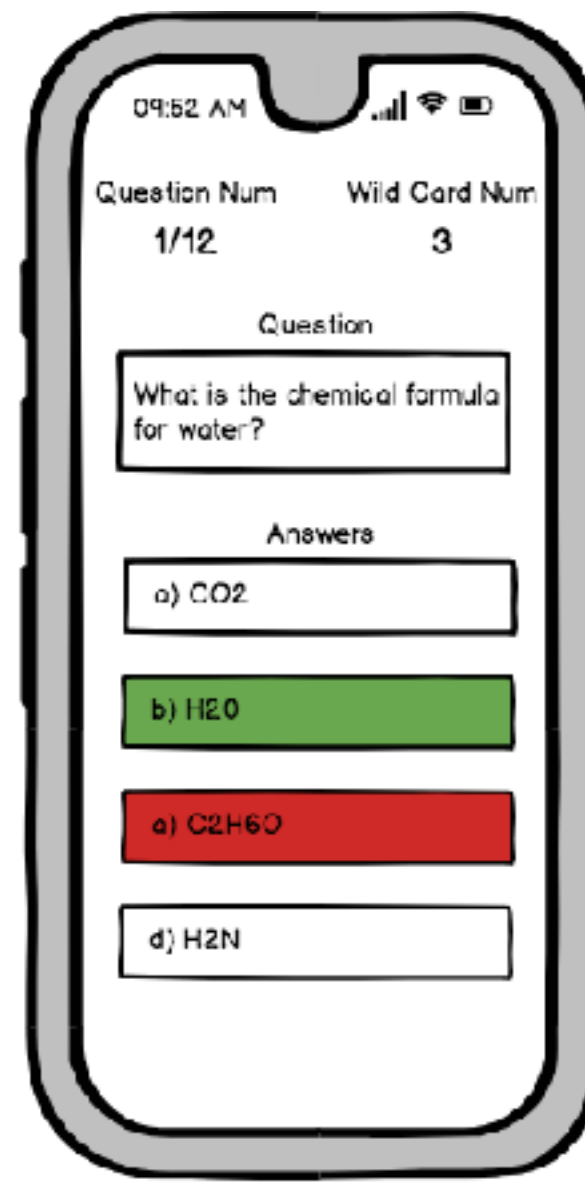
First Screen



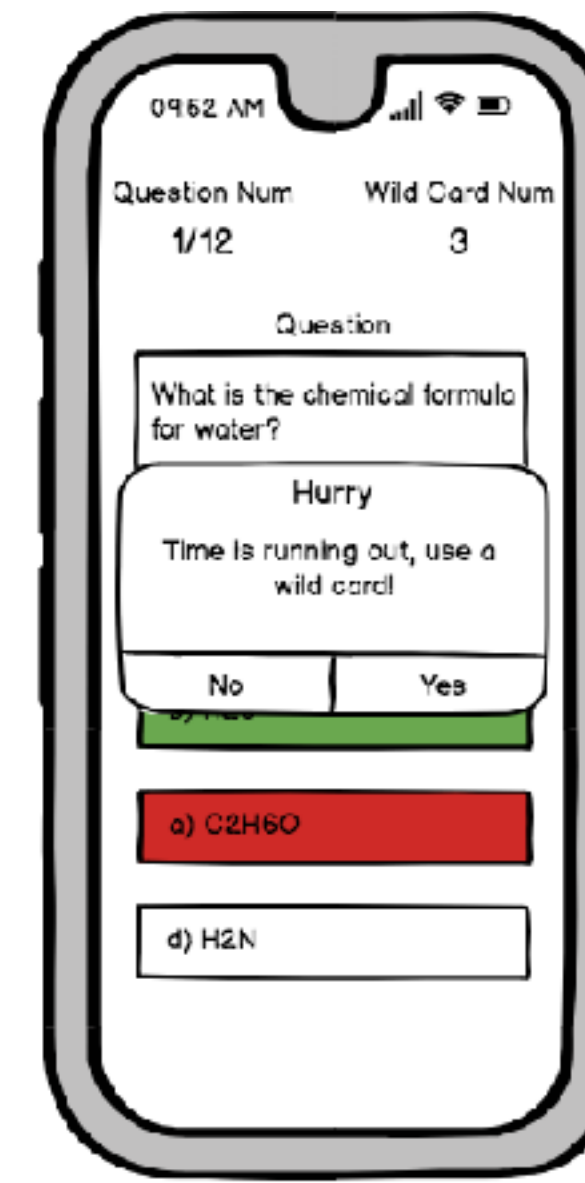
Question Screen



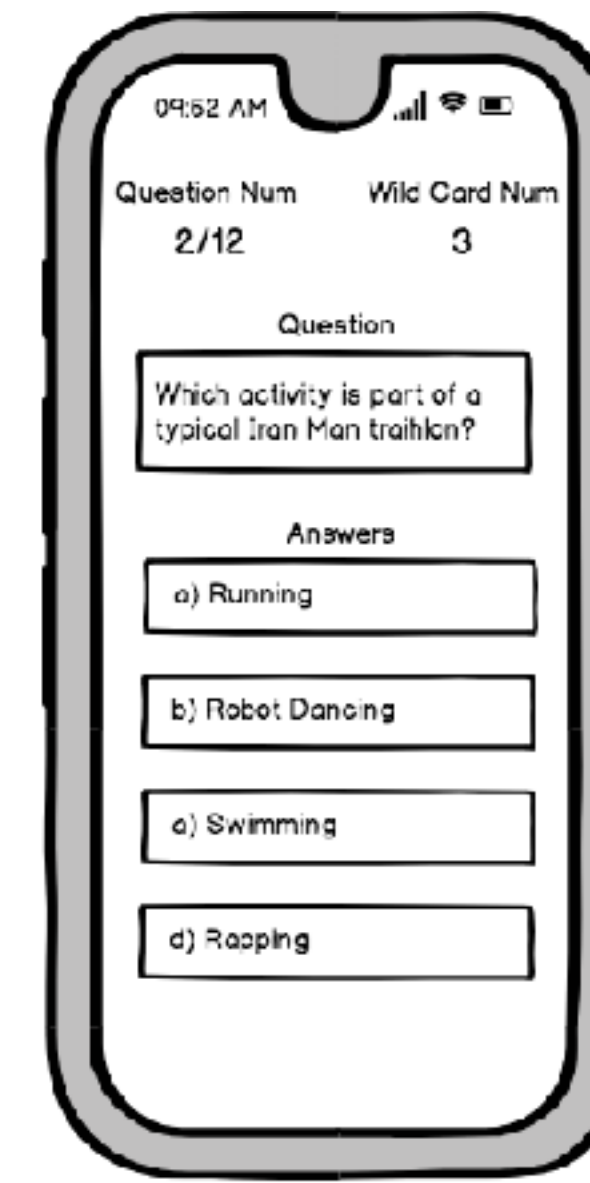
Correct Answer



Incorrect Answer



Wild card pop-up



Question Screen



Final Screen

User can answer the question in case of wild card usage or a correct answer. Otherwise user cannot select an answer, just watch the competition.



Good Luck ...

Thanks