

Build an Android App for a hypothetical sports event.

Functional Requirements:

- Ability to show all participating teams.
- Ability to show all previous and upcoming matches.
- Ability for a user to select a team and filter matches per team.
- Watch previous match highlights.
- Users can set a reminder for an upcoming match
- Notify the user when the match is about to start.

Coding Requirements

- Application should be written using Kotlin Programming Language
- UI Design must follow Android's Material Design Guidelines
- Only use appropriate libraries needed based on the functional requirements
- Integrate unit tests on the project
- Support for Tablet design (Bonus)
- Integrate UI test on the project (Bonus)

General Requirements and guidelines:

- In the application, create a README file and answer the following questions:
 1. Describe the approach you've taken (Architecture, frameworks or libraries used) and explain why you've selected it for the sample Android application.
 2. List down any functionalities or technical details that you wanted to add if you had additional time.
- Use the following endpoints below for getting the data:

URL	Description
https://jmde6xvjr4.execute-api.us-east-1.amazonaws.com/teams	Get Teams
https://jmde6xvjr4.execute-api.us-east-1.amazonaws.com/teams/matches	Get Matches
https://jmde6xvjr4.execute-api.us-east-1.amazonaws.com/teams/{id}/matches	Get Team Matches

Expectations

- Simple, elegant, and malleable solutions.
- Clean, readable, and organized code.
- Knowledge of modern Android Development.

Submission

Please email a zip archive of your project to the Hiring representative. Good luck!