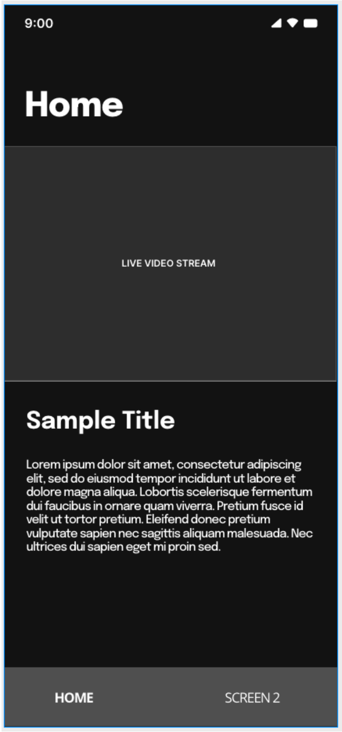
Mux Live Streamer (Native iOS)

You are not expected to (cumulatively) spend more than 3 hours on this task. Ideally, you should send the task within a few days.

Introduction

In this coding assignment, you will be building a **native** iOS application (Swift) that will render a live stream using the Mux live streaming API. Detailed specifications along with some other helpful information are provided below. Good luck!

Requirements



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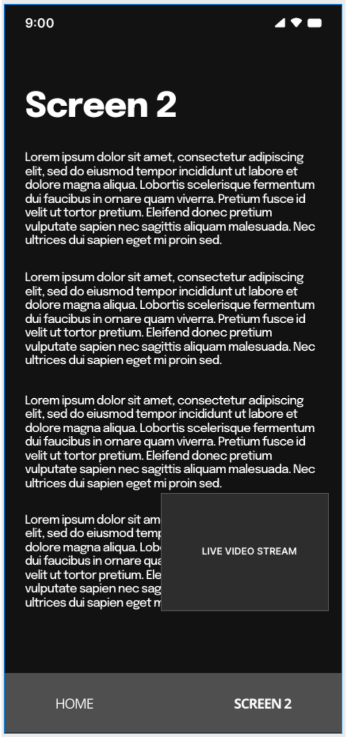
Screen 1 (Home)



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Screen 2

To begin with, you will need to get a **Live Stream Key** from Mux (mux.com) [https://docs.mux.com/guides/video/start-live-streaming]. You will need to focus only on playing the live stream as this assignment does not require you to implement broadcasting capabilities.

Screen 1 (Home)

This screen should render the live stream along with random textual content as per your choice which is rendered in a Scroll View keeping the live stream fixed at the top.

The navbar at the bottom should enable navigation between the two screens.

Screen 2

This screen should contain random textual content on a Scroll View. When navigating from Screen 1 to Screen 2, the live stream player should switch to a *mini-mode* continuing to play the stream (preferably on the bottom right) as shown in the wireframe.

The player should exit the *mini-mode* on being navigated back to Screen 1 (Home) and should continue to play the stream in the regular mode.

Bonus points for a smooth transition between Screen 1 and Screen 2

Please make reasonable assumptions and design choices where you feel the specification is unclear or falls short.

Testing the Stream

Larix Broadcaster available for both Android and iOS can be used to test the stream. Create a new connection using the URL `rtmps://global-live.mux.com:443/app/<YOUR-STREAM-KEY>` and you will be good to go. Other broadcasting tools like OBS can also be used to get the job done.

We are expecting two things from you

1. Screen recording of the application demonstrating navigation between the screens.
2. Link to the public git repo containing your code along with a README file.
   Make sure to document your assumptions and design in the README or other relevant documents you produce (e.g. code comments)

You will be judged on the following things

1. Efficiency, performance, and readability of your code
2. Ability to navigate third-party libraries where the documentation might not be very detailed.
3. Proper documentation (code comments and readme)

NB: All work you do will be your property, you are free to add this to your portfolio or host it on your GitHub. We are not trying to get free work done here. A couple of hundred people have done this assignment previously (some are part of our team now!)

Reach out to us for any further clarifications. We are looking forward to having you on-board our team.