

# Puki's Hideaway

## Sprint 2 Challenge

### General

Your challenge is to create a colorful, fun and educational **mobile first app** for the 5-7 years old children.

Build a nice landing page, where players meet their challenge – taking an educational journey to find Puki.

The journey is composed from challenges that are described below.

### 1. What's In the Picture

Pick the sentence that describes the picture:



That pup can run!

That bug can run!

1. The game shows: quests
2. Each quest is described by an object with id, opts[], and correctOptIndex
3. Note: It is convenient to have the images named by their id.
4. If player is correct, move on to next challenge

## 2. Up to 100

Player should drag the number to its right spot, think how to make it responsive


1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23			26	27	28	29	30

**Beginner**

Total attempts: 5

25

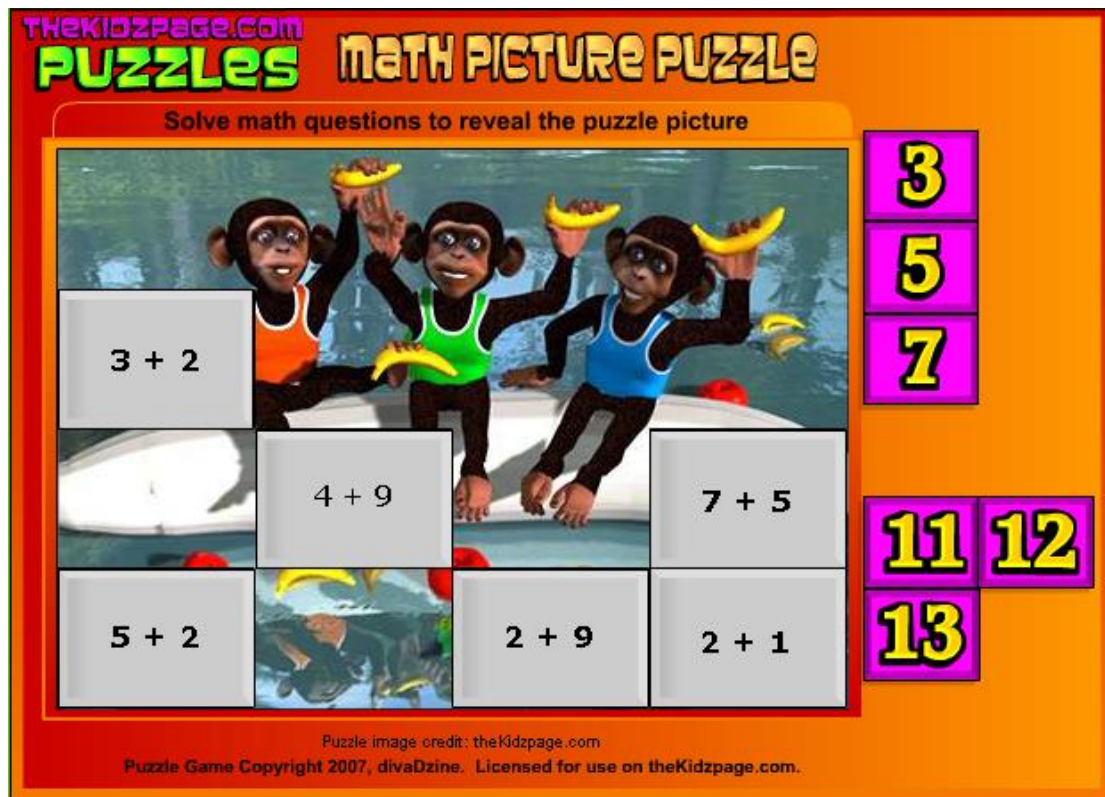
24



See reference implementation [here](#).

### 3. The Puzzles Master

The player reveals the picture by dragging the right solutions to the puzzle's piece.



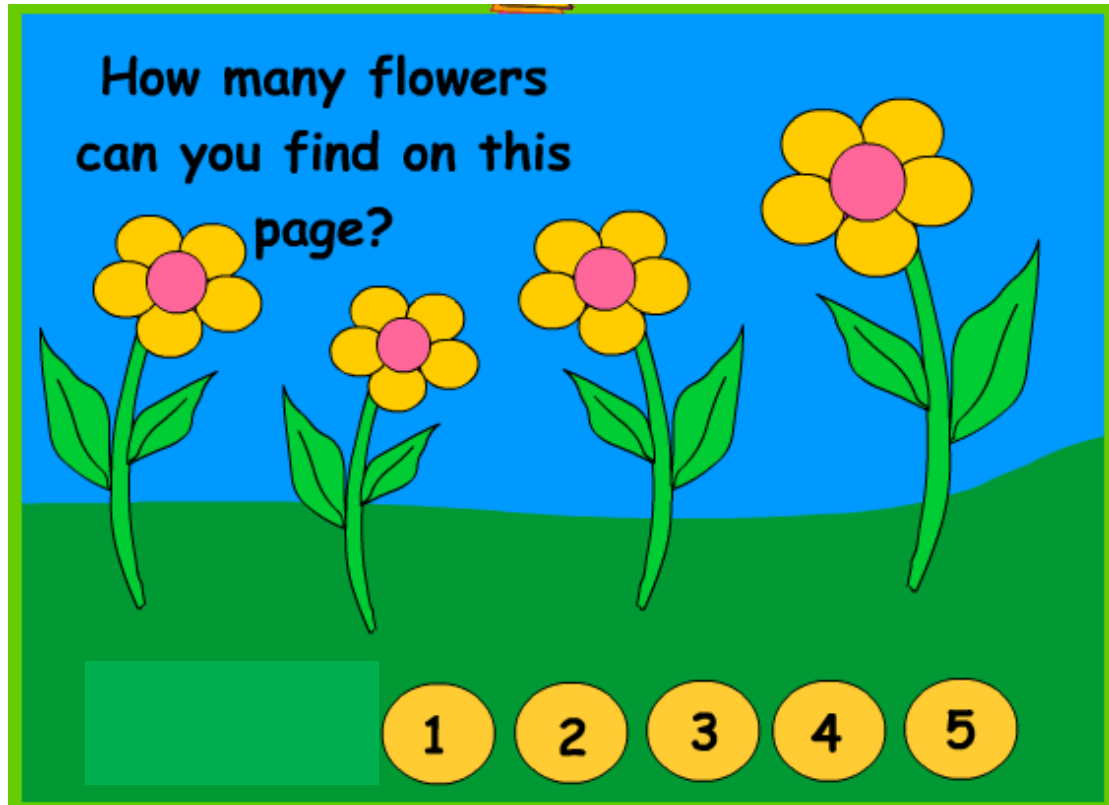
See reference implementation [here](#).

Let the player select what types of exercises he wants:

- a) Adding and subtracting up to 10
- b) Adding and subtracting up to 20
- c) Adding and subtracting up to 100

#### 4. Fun Counting

The player is presented with an image presented multiple times (you can play with its sizes and locations to make it look nice) and need to choose the right count.



Let the player difficulty level:

- a) Counting things
- b) Counting moving things
- c) Counting appearing and disappearing things

#### Technical Info

Use the suggested model data structure to represent the progress in challenges (see in starter project)

### Make you proud

Build the best user experience you can:

1. Sounds
2. Hovers and transitions
3. Cool buttons
4. Tasteful Animations

### Extra Points

1. Translate the game to Hebrew and make it RTL, Show "Nikud" in your sentences.
2. Add support for multi levels, the player selects from level 1 to level 3 (each game should support harder level).
3. Add More challenges to the journey (more games)
  - a. Some Ideas:
    - i. Pop balloons of specific color (the specific color is changing every few seconds)