Falling Words Game

- **Game description:**
  - Falling words is a game that allows the user to select the correct spanish translation for a specific english word while the words are animating from screen top to bottom.
  - Game contains 3 levels of difficulty, the levels vary in round duration, words animation speed and the number of answer choices for each word.
  - User can select a value by just tapping on the falling word, sound effects are used to inform the user if the choice is correct or wrong
- **Time invested:**
  - 8 hours
- **Time distribution:**
  - Model and management layer → 1 hour
  - UI and add sounds → 1 hour
  - Game core and manage levels → 5 hours
  - Test game → 1 hour
- **Decisions made to solve certain aspects of the game:**
  - To manage the levels of difficulty i decided to make it a combination of falling speed, answers probability and the round time.
  - To display the correct answer randomly i decided to sort the array of answers english words descending so that the correct answer order change for each word.
- **Decisions made because of restricted time:**
  - User must have an internet connection in the first use of the game inorder to get the words values.
  - UI and animation are very basic, I didn't have time to enhance it.
- **Things to improve or add if there had been more time:**
  - Add more tests for the game manager.
  - Add the words.json file to application files and read data from it incase there is no internet connection and the local storage is empty.
  - Add more fancy UI icons, images and better animation for the words (for example: bouncing animation when it reaches the bottom)
  - Store high scores in local storage and display it in new screen opens from home screen.