MobGen Android Interview 2.0

The goal of this assignment is to evaluate your Android experience and coding style.

Description

You were added to an empty GIT (bitbucket) repository. Use it like you would use source control in any work related project (.gitignore, commit often, maybe show what branching scheme you use).

There is no deadline, try to finish it in a timely fashion and let us know if it is going to take more than 2 weeks by sending an email.

Backend
- API: http://android-test.mobgen.com/api1/

Requirements
1. Screen 1: Splash
   a. The app should open with a splash screen, during which the app loads the categories.
   b. You can assume the categories remain the same. For the first app run, load the categories from the API and store them locally in a database so after that you can get them from the db.
2. Screen 2: Categories
   a. When the categories are loaded, the categories screen should be shown.
   b. The categories screen shows an ordered list of categories (ordered by name).
   c. Categories should be clickable.
3. Screen 3: Items
   a. Clicking on a category should load the json that comes with that type of data
   b. When the data is loaded, the item screen should be shown (using a fancy animation going from Screen 2 to Screen 3), based on the type of data (1,2,3) you should show different content of the item.
   c. Based on the type of the category you expect one of 3 item types and show the relevant UI. Try to show at least 5 items (if there are that many) for each item type.
   d. (Medior and Seniors only) Use the paginated API call instead of the API call that gets you the full list.
4. Unit testing
   a. Consider what, if anything, can be unit tested in this project and choose the nicest test and implement it.

Requisites
1. The project has to compile without errors.
2. The code has to be clean, efficient and understandable. Remember to structure your source code correctly (using a nice architecture would make this easier).
3. Keep in mind the performance of the application.
4. Use version control in the project to show your progress, commit like you would normally
5. (Medior and Seniors only) Ensure the release version of the app is properly obfuscated and signed.

If you have any technical issue or problem send me a mail (danny.verloop@mobgen.com).
Thank you for your time.