The “PuttView” tablet app

Dear Mao,

The screenshots we are providing to you are from our tablet app. The first screenshot is the “Main screen”, which is appearing once the app is started. The second and third screenshot are from the “Professional” mode, which appear when the user chooses “Professional” from the main screen. The “Professional” screen shows a bird’s view of the putting area, where the light-green color represents the actual putting area, and the dark-green represents surrounding fringe (longer grass, not used for putting). In the light-green area, there are visualizations of the holes and of the “Ideal” and “Aiming” line.

In the bottom of the “Professional” screen, there are buttons for controlling different functionalities of PuttView (not relevant for your task).

The task:

Imagine that the first and the second screenshot are User Interfaces which already have full functionality. You can use them as backgrounds in Unity and work on top of them. Create an app that has two screens, “Main screen” (Screenshot 1) and “Professional screen” (Screenshot 2)

1. When the app starts the main screen appears.
    a. When the user clicks in the area of “Professional”, the app transitions to the “Professional” screen
2. In the “Professional screen”, several tasks are to be implemented:
    a. When the user clicks in the area of the “Back” arrow, the app transitions back to the “Main screen”
    b. Define a simple “Hole” prefab, which is a small circle with white edge and semi-opaque inner region (as in the screenshots).
    c. When the user clicks in the area of the “Holes” text, a list of existing holes should appear, with an option to add new hole, and the number of the hole appears next to the appropriate hole in the light-green area (Similar to Screenshot 3, but you are free to redesign the list and the “Add new” button to your own liking, e.g. change the position of the menu or even the way the list of holes and the adding/deleting is done).
    d. If the user clicks on “Add new”, a new hole should be added in the list and appear in a random position (random x and y coordinates) within the light-green area on the screen.
    e. The user can delete existing hole from the list, which deletes the hole from the screen.
    f. The first three holes which are already in the screenshots are permanent and the user cannot delete them.

If you like, you can use animations for transitions, opening/closing of the list or adding/deleting of holes. You can also include your own ideas or suggestions if any.