# Software Developer Assignment

**Document Control**

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## Summary

The product owner has provided the following specification for a maze game that will be part of their existing Wellbeing product. The basic idea of the game is that the user tries to find their way to the finish line whilst completing mindful questions along the way.

If you would like to use the designs as a prototype, use the following link:
https://www.figma.com/file/I9DHvuXtU9UhoVo3YJXyzM/Programming-Test?node-id=1%3A662&t=LtULDUIh3xwLGGGh-1

## User Requirements

1. Set up the maze using the paths shown on the UI designs.
2. Add a random number of question squares between 5 and 10 using question SVG provided.
3. Each question square will link to a question. The template of each question can be found in the Questions JSON file.
4. The user will move around the maze using the controls shown to the right of the screen. Each press of the button will be one move in the direction indicated by the icon.
5. If the user lands on a question square icon, open a modal, and display the linked question. Order the answers randomly when opened.
6. When the modal opens it should play the audio file defined in the JSON for the scenario.
7. Each question has a best answer, a next best answer, and 2 wrong answers as shown in the JSON.
8. The user should select their answer by clicking on one of the choices provided.
9. When an answer is selected it should play the relevant audio.
10. When satisfied with their choice, press confirm.
11. If the user confirms one of the incorrect answers, they should be prompted to try again by playing the 'maze_wrong_active_m.mp3' audio file.
12. If the user confirms the best answer, the program should play the 'maze_best_active_m.mp3' audio file, then close the modal and grey out the question square, allowing the user to move on.
13. If the user confirms the next best answer, the program should play the 'maze_next_best_active_m.mp3' audio file, then close the modal and grey out the question square, allowing the user to move on.
14. Reaching the finish line will show a congratulations modal.

Repo Information

You will find all assets including images, and audio in the repository provided. The folder name is called Assignment Assets