Objective

Build a **recording and transcription mobile app** prototype that demonstrates audio recording, data storage, and mobile UI capabilities. The goal is to assess the candidate's ability to design, implement, and deliver a working mobile solution with a clean interface and data management.

Assignment Description

Scenario:
You are developing a mobile recording app. Users can start recording sessions, capture audio, and display transcript data (can be dummy data). The app should store recordings locally and optionally upload to a remote endpoint.

Requirements:

- A mobile app UI that replicates the provided screen design (see attached recording interface mockup)
- Recording session screen should include:
  - Session header with recording timer
  - "Recording" status indicator
  - Live transcription section (can show dummy/mock transcription data)
  - Audio waveform visualization (optional but preferred)
  - Pause/Stop recording controls
- A "Start Recording" button to begin audio capture
- Display transcription text during recording (dummy data is acceptable)
- A "Stop Recording" button to finish the session
- After stopping, the app should:
  - Display the full transcript (can be pre-written dummy data)
  - Store the recording and transcript data locally on the device
- The app must work on a real mobile device (not just a simulator)
- YOU CAN TAKE ALL THE AI HELP AVAILABLE
- **Please let us know if you finish early** - we'd love to see your progress!

Platform Requirements:

- iOS (Swift/SwiftUI preferred) OR Android (Kotlin/Jetpack Compose preferred)
- Mobile-first design following platform UI guidelines

Data Storage Requirements:

- Store audio files locally (preferably in a structured format)
- Store transcript data as text/JSON locally (can be dummy data)
- Implement a simple data management system (view/delete recordings)

Bonus Points:

- Upload recordings and transcripts to an HTTP endpoint (endpoint will be provided)

- Use modern UI frameworks (SwiftUI for iOS, Jetpack Compose for Android)
- **Implement actual speech-to-text functionality** (using platform speech frameworks)
- Real-time transcription display during recording
- Audio waveform visualization matching the mockup
- Clean, modern mobile UI design matching the provided screen mockup

Deliverables

- A working mobile app project (iOS or Android)
- **GitHub repository with public access** to view and review the source code
- **Video recording** demonstrating the complete mobile app workflow for quick visualization
- Brief documentation (README) explaining:
  - How to run the app on a mobile device
  - Local storage implementation
  - HTTP upload functionality (if implemented - endpoint will be provided)
  - Whether using dummy data or real transcription
  - Any assumptions or limitations
- **Improvements and enhancements are welcome** - feel free to go beyond the basic requirements

Evaluation Criteria

- Mobile app code quality and architecture
- Audio recording functionality
- Local storage implementation
- Mobile UI/UX design and usability (matching provided mockup)
- Data management (create/view/delete recordings)
- Bonus: HTTP upload implementation
- Bonus: Real speech-to-text implementation
- Ability to follow requirements and deliver a working mobile demo

Appreciation & Reward

We respect your time and effort in completing this assignment. As a token of our gratitude, we would like to offer you one of the following options:

- **Cursor Pro subscription** - If you used Cursor to build this project, we'd be happy to purchase a Cursor Pro subscription for you
- **Great lunch on us** - If you prefer, we'd be delighted to buy you a wonderful meal at our expense (capped at $20 maximum)

Simply email us the meal receipt with your UPI ID and we'll refund it!