

# Technical Requirements – Map Chip Filter

Challenge is accessible on Memberspot: <https://pl-coding.mymemberspot.io/library/jx3b7Qik9ip5qpNI8IF2/1iGbH3OIHrIrPFxKkPaA/qRylqdTCS5WUx9Nvetb0/details>

## Scenario

The user sees a festival map and can toggle filters to show or hide various types of POIs (Stages, Food, WC).

## Figma Mockups

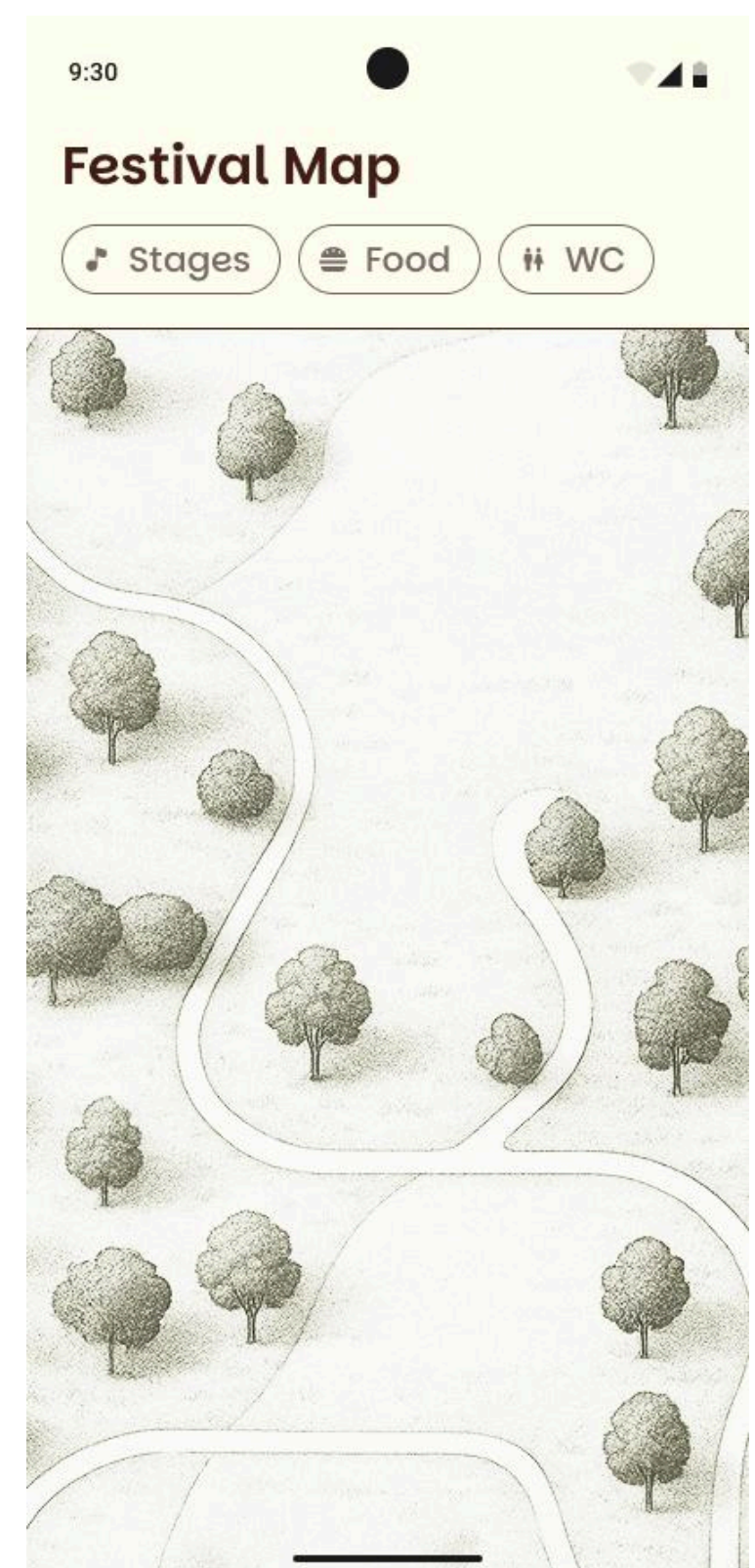
<https://www.figma.com/design/JHJzNJwN43ZxpojtmBHtMR/Designing-the-Festival?node-id=5-786>

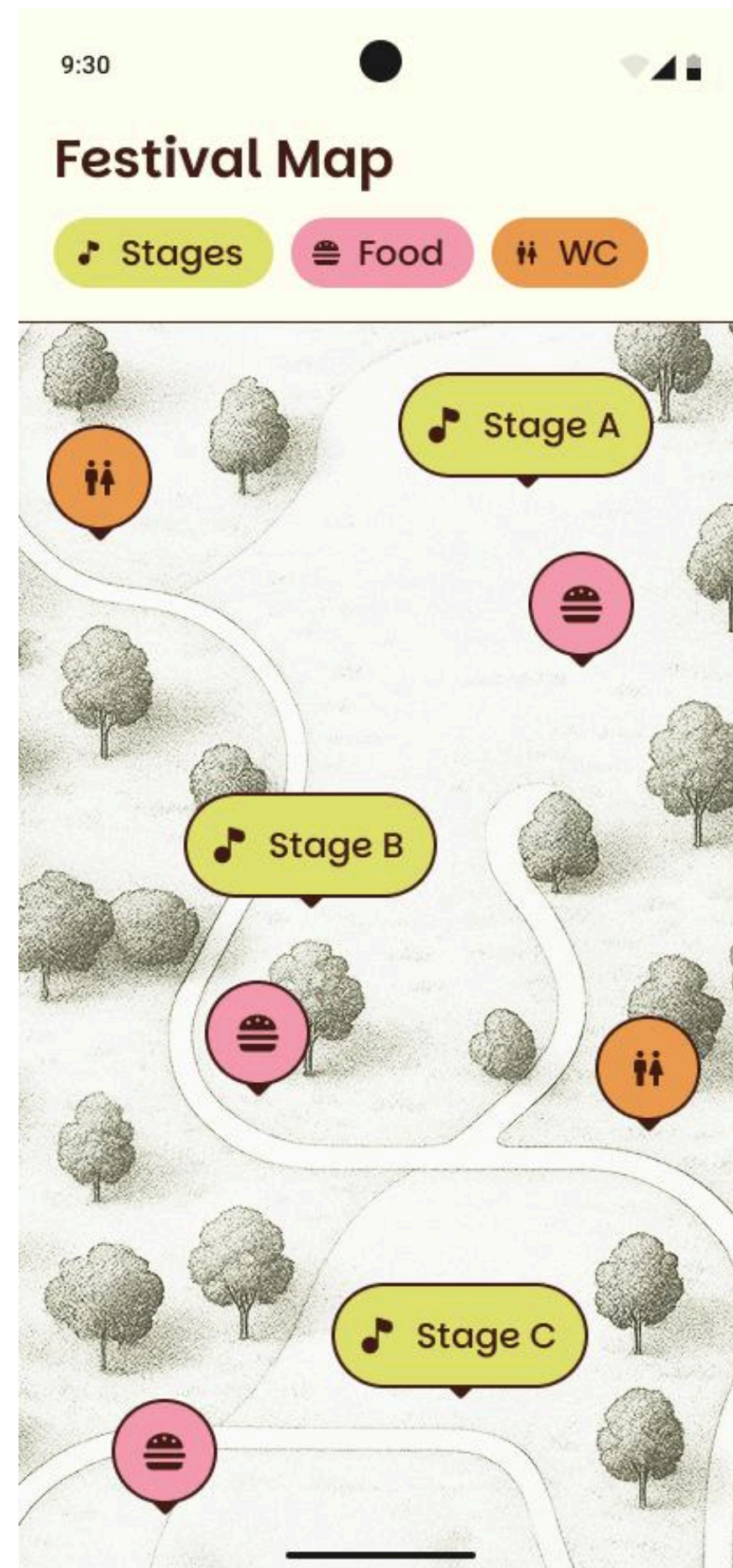
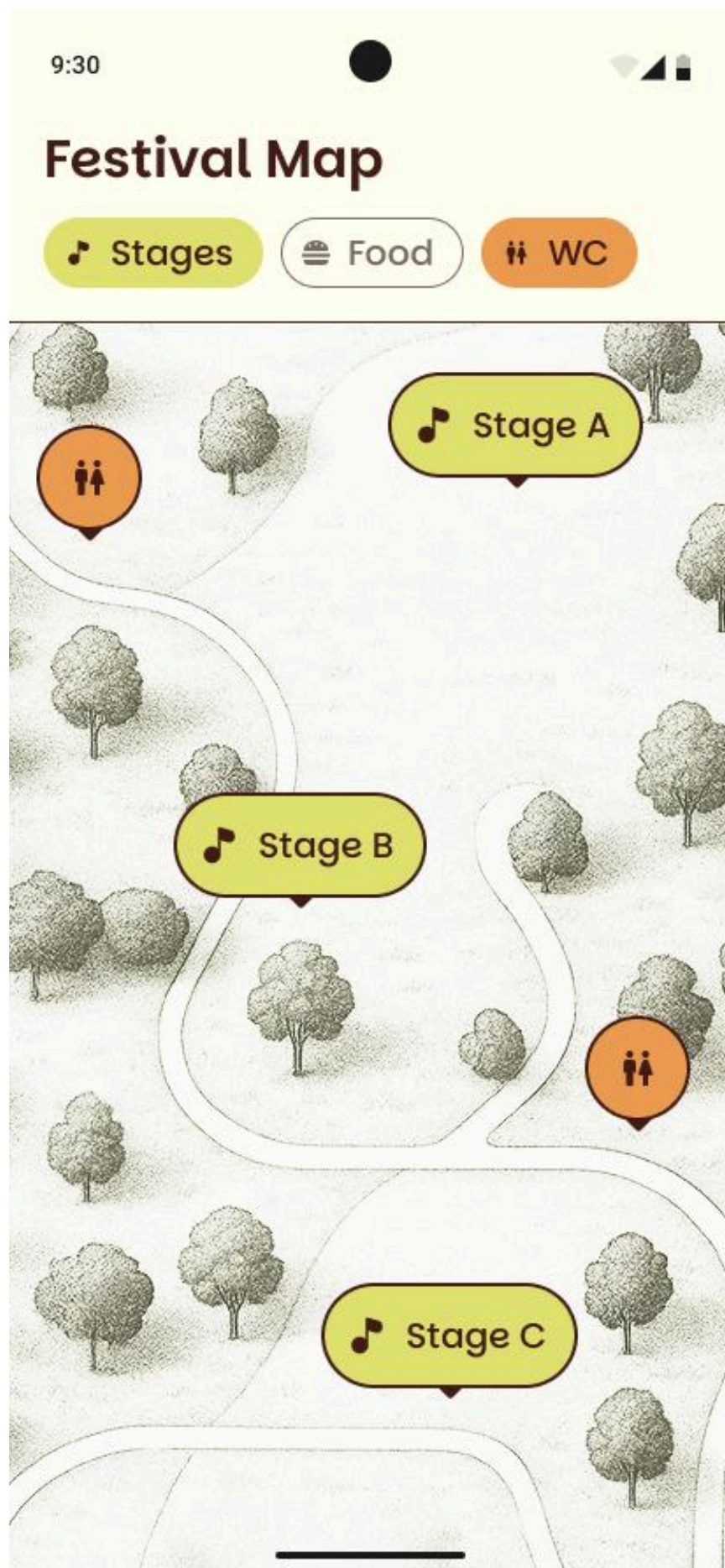
## Feature Goal

Build a UI that reacts to **FilterChip** toggles and updates the map based on active filters.

## Requirements

- Display a **static map image** with no markers by default
- Three **FilterChips**:
  - 🎵 Stages
  - 🍔 Food
  - 🚻 WC
- Tapping on a chip:
  - Toggles the corresponding filter
  - Updates the displayed map layer with relevant markers
- All possible chip combinations (including "none active") must correctly update the map image
- The map and overlays must be static images (e.g., JPG or PNG) — no interactivity or scrolling
- Active chips must be visually highlighted
- Marker overlays must be precisely positioned and aligned with the base map





## 🤔 What's Allowed?

- Standard Android/Jetpack libraries
- No 3rd party libraries are allowed or would be required to complete this challenge

## ⚠️ What's not important

- Responsiveness across every device size or orientation is not mandatory.
- Integration with Google Maps or live location
- Transition animations

## 🔗 Useful Links for This Challenge

- [Chip](#)
- [State and Jetpack Compose](#)
- [State in Jetpack Compose Codelab](#)
- [Stateful vs Stateless Composables](#)
- [How You Use an AI Coding Agent](#)



## Submission & Rewards

- Successfully submitting this challenge via the `/submit-challenge` command on Discord grants you **100 XP**.
- Your submission must include:
  - a. A link to a Gist with your implementation
  - b. A screen recording (max 20 seconds) showing:
    - Initial state (no chips selected)
    - Tapping the **Stages** chip
    - Tapping the **Food** chip
    - Tapping the **WC** chip
    - Tapping the **Food** chip again to hide food markers