hi! here's a short assignment.

Problem statement for assignment

These are the five screens as shown in Figma link (https://www.figma.com/file/HXIGyRllD4vuBv0u3X9LbH/Gaming-Concept-UI?type=design&node-id=362-319&mode=design&t=mvkPOHKNXeMtteqR-0

) shared with you,

GameKioskScreen1, GameKioskScreen2, GameKioskScreen3, GameKioskScreen4 and GameKioskScreen5.

There is a sample backend api "curl --location 'https://378027ioph.execute-api.ap-south-1.amazonaws.com/test/Users?id=ec14dcc2-304d

-4052-a177-01d68dd6a952'

" which returns test data about a game.

Response of the api is a json shown below

{

"Game": {

"id": "ec14dcc2-304d-4052-a177-01d68dd6a952",

"name": "Laser Maze",

"playInstruction": "Instructions to play laser maze, hashtaghashtag#hashtaghashtaghashtag#12e324 erferfefr referfrwefrefsfe efewrtf wedqwwpiounb iqu3p9e8hjbsd,cnm ljhlijnsdcmn ",

"version": 1,

"perPersonCost": 500.0

}

}

GameKioskScreen1's content name is loaded from /test/users/{id} response and rest of the details (like description, duration and maximum players) is hard-coded as of now.

GameKioskScreen1 has two buttons, "how to play" and "start game".

Clicking on how to play loads GameKioskScreen2 and the instructions are populated from /test/users/{id} api response (playInstruction field name).

Clicking on start game loads GameKioskScreen3 followed by GameKioskScreen4 and GameKioskScreen5.

Animation to be added upon clicking a button, transition between screens should be animated, GameKioskScreen3,4,5 runs with a constant time delay of 500ms with the buffer ring rotating in each screen.

Bonus point for animating the clouds in the background.