

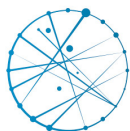


International  
professional  
development platform

# MODULE B

## BRICS Future Skills & Tech Challenge 2024

### «Mobile applications development»



## Clicker

The application layouts are available at the link:

<https://www.figma.com/design/HYQgJ61P5cquQza9QY3KtU/QuiziPeasy---B?node-id=0-1&t=ljGEZsH1TB5gNsSB-1>

You need to develop a game in which the user will gain 1 point for each click on the "earn points" button. The scores should be recorded in the supabase database, as well as displayed in real time on the screen.

The participant's progress must be displayed in the form of a column, the height of which is calculated proportionally based on the maximum score among all players. For example, if the current player has 44 points and the other has 11, which means that the column of the other player will occupy 100% of the height, and the current one 25%. The columns should be sorted from the highest score to the lowest. The column of the current player should be highlighted in color: #FFD6DD. The total number of points should be displayed at the top of each column.

The columns of other players should display the points scored in real time.

If the user is inactive on the screen for more than 10 seconds, then his points are reduced by 1 for every second of inactivity.