

Kahoot App Tech Challenge

Implement an app for a simple quiz game using our production APIs. Please share the project via github or a zip file including all the source code and a text file specifying how to build and run the project on device or simulator.

1. Use the following GET request to fetch the JSON file. You can parse this file to get the questions and answers. The JSON data should be pretty self explanatory, but look for the `questions` dictionary at the root level.

<https://create.kahoot.it/rest/kahoots/fb4054fc-6a71-463e-88cd-243876715bc1>

2. Implement the UI in the [figma design](#) to display the question, image and answer buttons. They should fit on the device without needing to scroll.

3. When the user taps an answer button, it should change to red / green depending on if it's correct/incorrect and the next question should load after some time.

4. Optional: Add your own animated progress bar to indicate the time the player gets for each question

Note: it's fine to simplify some of the design to save time, but please mention it in the email or the text file as "things to improve" and high level notes on how you would solve it.