Technical Requirements - Cake Lighting Controller

Challenge is accessible on Memberspot: https://pl-coding.mymemberspot.de/library/jx3b7Qik9ip5qpNI8lF2/xLKs08sdiaFgUoXaNS9g/POoB0cjLUtyMaDCYsB_DO

🎭 Scenario

You're building a prototype for a smart birthday cake. Yes, really. The client insists it's the future: a cake where each candle is toggled digitally — no fire hazards, no spit. Your job? The UI. Each candle has to be individually switchable, and the app should show how many are currently "lit." It's absurd, it's oddly fun, and it's your challenge now.

🎨 Figma Mockups

https://www.figma.com/design/ZHKMtYlFynRlOr1vDZRiHN/Birthday-Celebration-Challenge?node-id=1-28&p=f&t=yqoYoxfI3CSms8XY-0

🎯 Feature Goal

Create a candle panel where toggled-off candles automatically relight themselves after a short delay.

📌 Requirements

- Full screen blue background
- Title text that is only visible when all candles are lit or none are light
  - Text must use animation when visibility is toggled (*the animation is up to you, but if you can't decide, go with a basic fade animation)*
  - The text is also different for when all candles are lit and when none are lit
- Main content of the screen is full of candle graphics
  - Each has two states:
    - Lit - show flame
    - Not lit - do not show flame
  - When a lit candle is tapped, remove the flame graphic for that candle
    - When a candle's flame is removed, start a four (4) second timer
    - When that timer is finshed, relight that candle
    - Each candle can have its own independent timer running
  - **Candles can't automatically relight (show with flame) when all of the candles have no flame**
- Bottom CTA button "Light all candles"
  - Only visible when all candles are not lit (not all candles have a flame)
  - On tap, set all candles to lit state (show all candles with flame)
  - Buttons visibility should also be done with animation

🤔 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

- Realistic flame animations
- Pixel-perfect spacing or alignment
- Responsiveness across every device size or orientation is not mandatory.

🧠 Disclaimer

No need to overthink the timing or visuals — this is all about showing you can manage simple state and side effects. Just make the candles turn back on after a few seconds and have fun with the logic.

🏆 Submission & Rewards

- A successful submission of this challenge via the `/submit-challenge` command on Discord grants you **75 XP**. You can use it in any channel on Discord :)

- A successful submission consists of these parts
    1. A link to a Gist showing your code for this challenge.
    2. A screen recording (30s max) showcasing:
        a. All candles lit
        b. Tap a candle and wait a second
        c. Tap another candle
        d. Wait for the first to relight
        e. Tap the remaining lit candles until all are extinguished