Technical Requirements - Emoji Composer

Challenge is accessible on Memberspot: https://pl-coding.mymemberspot.de/library/jx3b7Qik9ip5qpNl8IF2/s2aPahsnz9eGXhDmHaaB/TZTWdiYNNPspzY8Tu8KFM

🎭 Scenario

You're building a chat app for emoji power users — people who can craft full messages with nothing but 🫠, 🎨, and 🤖. They want speed and flair. Your job: add an emoji input row above the chat field where users can tap to insert emojis instantly, or press and drag to glide across emojis with a fun scaling effect before selecting the perfect one..

🎨 Figma Mockups

https://www.figma.com/design/KqY7PRuFv4OP1i0aUTDFaM/Conversations?node-id=1-1750&p=f&t=vQPFo9nuULSTZJEf-0
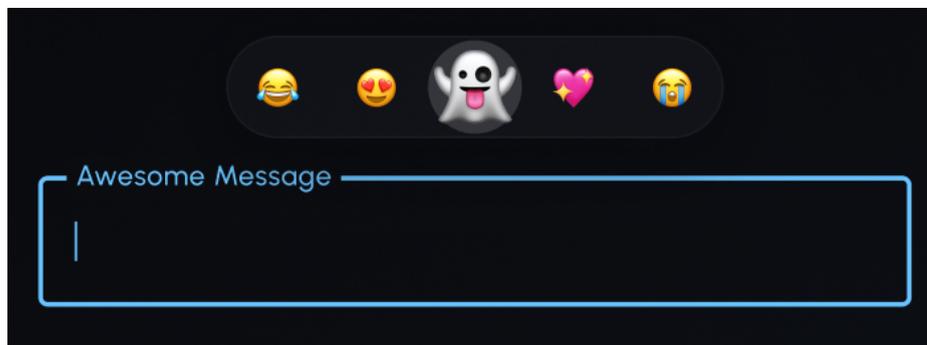
🎯 Feature Goal

Implement an emoji input row above the text field where users can tap emojis to insert them into the current text input. Long-pressing an emoji should trigger a zoom effect: as the user drags across the row, the emoji under their finger scales up, indicating it's being hovered. Releasing selects and inserts the highlighted emoji. Focus on gesture handling, scaling animation, and input state updates.
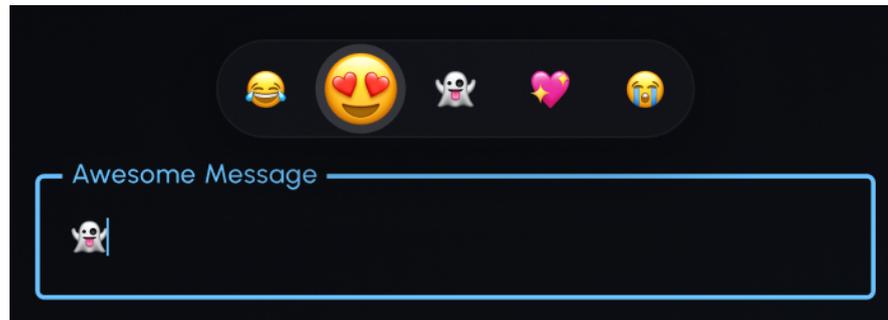
📌 Requirements

Only dark theme is supported.

- Outlined text input field in the center of the screen
  - Supporting text: "Awesome Message"

- A row of emojis above the text input component
  - The row has rounded ends with a border
  - Displays a list of hardcoded emojis
  - On tap, add an emoji to the text input component at the current text input position
  - Long-pressing an emoji:
    - Triggers a zoom/scale up effect with a fade-in rounded background
    - The user is now able to drag their finger across the row of emojis (the emojis do not move, they are fixed in place)
    - Emojis only scale up (and show a rounded background) when the emoji is under the user's finger
    - When the emoji is no longer under the user's finger, it scales back down again and loses its rounded background

- Only one emoji is enlarged at any time

- Releasing the drag inserts the currently scaled emoji into the text input component

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🤔 What's Allowed?

- Standard Android/Jetpack libraries
  - *Helpful APIs and modifiers*
    - `drawBehind` , `pointerInput`

- 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.

🧠 Disclaimer

This challenge is all about **fun animations and gesture handling**, not perfection. Focus on making the scaling smooth and interactive.

🏆 Submission & Rewards

- A successful submission of this challenge via the `/submit-challenge` command on Discord grants you **125 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 (20s max) showcasing:

     a. Tap any emoji to add it to the text input component

     b. Tap and hold any emoji

     c. Once emoji is fully zoomed, drag finger to the next emoji

     d. Release your finger to insert the last zoomed-out emoji