

Technical Requirements – Coven Booking Desk

Challenge is accessible on Memberspot: <https://pl-coding.mymemberspot.io/library/jx3b7Qik9ip5qpNI8IF2/FgYR5e2HfPtserJY1udz/mn7MOEkffGtlgc2uoarG/details>

Scenario

This mini-app simulates a conditional **Booking Desk**. The user can select a witch, check her reservation, create a new one, or change an existing one. The challenge task is to implement the logic of working with nighttime time slots, including creating and editing.

Figma Mockups

<https://www.figma.com/design/jBflfs7N6lphZE3Ue03Lot/Android-Halloween-Lab?node-id=2027-1128>

Fonts - [Cinzel](#), [Motserrat](#)

Feature Goal

The goal is to develop an Android mini-app with reservation management logic: viewing the current state, booking, and changing the arrival time for witches within the available dates and nighttime slots.

Requirements

Overall Structure

- Screen title: “**Coven Booking Desk**”.
- Character grid: **2 × 3** (6 witches in total: Morgana, Selene, Hecate, Elvira, Nyx, Circe).
- The witch’s name is displayed below her avatar.
- The selected witch must be highlighted.
- Below the grid:
 - If the witch has an active reservation → “**Booked: Oct 30, 01:00**”.
 - If no reservation → “**No reservation**”.
- Buttons:
 - If reserved → “**Change date**”.
 - If not reserved → “**Choose arrival date**”.

Date Selection

- Use a custom date picker component.
- Available dates: **October 27 – November 2.**

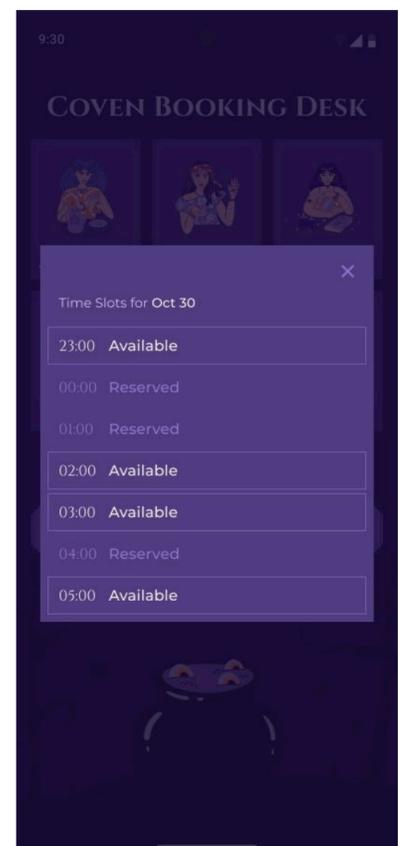
Time Slot List

- After selecting a date, display a list of nighttime slots: **23:00 – 05:00.**
- Each slot has a status:
 - **Available** — free for booking.
 - **Reserved** — occupied by another witch.
 - **Reserved: [Name]** — slot already reserved for the currently selected witch. This slot must be visually distinct, highlighted in another color, and include the witch's name.



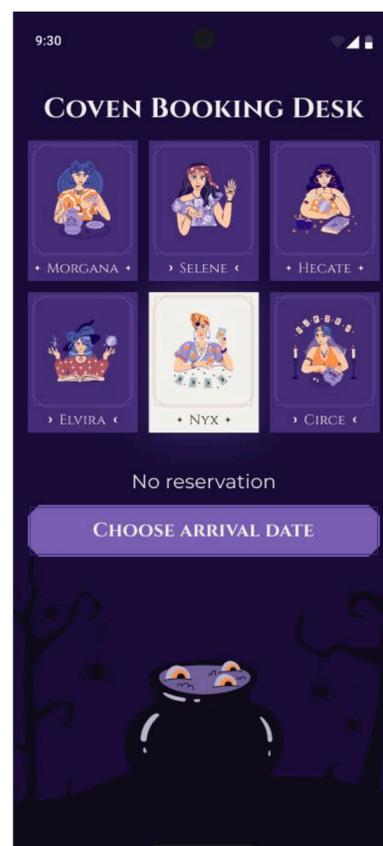
Slot Interactions

- Tapping an available slot opens a confirmation dialog with text: *"Book Nyx for Oct 30 at 02:00?"* (the date and time match the user's previous selections).
- After confirmation:
 - the dialog closes;
 - a **SnackBar** appears: *"Nyx is booked for the gathering!"*;
 - on the main screen, the state for this witch updates — the displayed booking time and the button text change according to the selected slot.



🔧 Initial Data for Testing

- Nyx → No reservation
- Selene → Oct 30, 01:00
- Morgana → Oct 31, 02:00
- Elvira → Nov 1, 03:00
- Hecate → Oct 30, 04:00
- Circe → Oct 30, 05:00



🤔 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

- Animations (may be skipped).
- Real database (hardcoded data is sufficient).
- Alternative themes (only dark theme required).
- Additional details about witches (only name and reservation are needed).

🔗 Useful Links for This Challenge

- [Dialogs in Jetpack Compose](#)
- [State Hoisting in Compose](#)
- [Managing State in Jetpack Compose \(Codelab\)](#)
- [Stateful vs. Stateless Composables](#)
- [How You Use an AI Coding Agent](#)

🏆 Submission & Rewards

- Successfully submitting this challenge via the `/submit-challenge` command on Discord grants you **200 XP**.
- Your submission must include:
 - a. A link to a Gist with your implementation
 - b. A screen recording (max 20 seconds) showing:
 - Creating a new reservation for Nyx on **Oct 30, 02:00**.
 - Changing Selene's reservation from **Oct 30, 01:00** to another available slot (**Oct 30, 03:00**).
 - Displaying the Snackbar after confirmation.