Design Engineer Challenge:
Bringing a design to life

Overview:
Take home challenges can be a valuable, yet time-consuming aspect of the interview process. While we understand that dedicating a significant amount of time to this prompt is unreasonable, we do ask that you spend a couple of hours to work through the challenge. As you present your deliverables, inform the team of the amount of time dedicated to the work. This will give the team a better understanding of your progress. We understand that work may not always be fully completed or that certain ideas may not be fully developed, and that is perfectly fine.

Objective:
The team will supply you with two screens in Figma, and we ask that you bring them to life in the most delightful way possible. This is purposefully vague. You can spend time refining every single touch point of the screens, or extending the UX in interesting ways. Just remember, quality over quantity and creativity over conformity.

Endpoint:
iOS - (react native, or flutter)

Considerations:
This challenge will give us a sense of how you bring design to code. As a design team, we're incredibly conscious of how our products feel in the hands of our users and we're unbelievably excited to partner with a design engineer that feels the same. Here are some considerations to take into account.

- Surprise us with your implementation. The team is looking for extremely clever and opinionated implementations. Go beyond just pixels on a screen.
- Some products to get inspired by: [Family](#), [Arc](#), [Amie](#), [Poke-Holo](#)
- Collecting is a really fun thing to do, and the products our collectors use should also feel equally as fun.
- Default to native patterns and interactions, but extend into something more custom as you see fit.
- Use mock data. If for any reason you want to store something, store it locally.
- Use third party libraries as you see fit.
- Areas we'll be looking closely at are how the header reacts to scrolling, tap states and interaction with content, transitions from A to B, etc.

Deliverable:
- Loom video walking through your work. Talk through the decisions you made, and why you did what you did.
- Github link to project

Reference Links:
- [Reference Figma File](#) (pw - "challenge2024")
- [Area Normal Font Family](#)