simpleshow: Developer Assessment Test

Storyboard Version 01

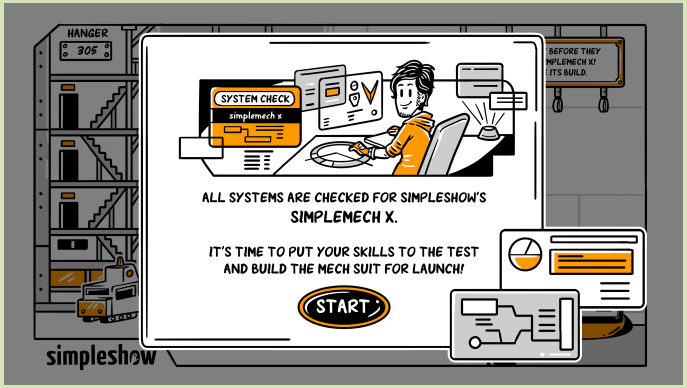
05 07 2020

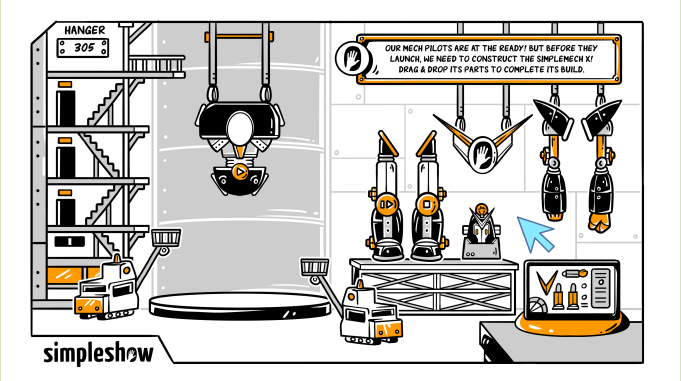
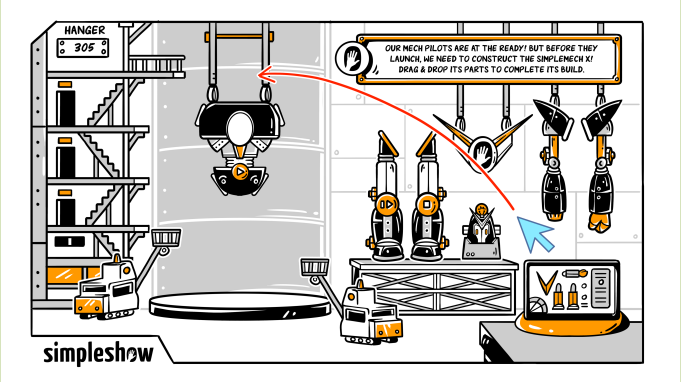
Duration: --

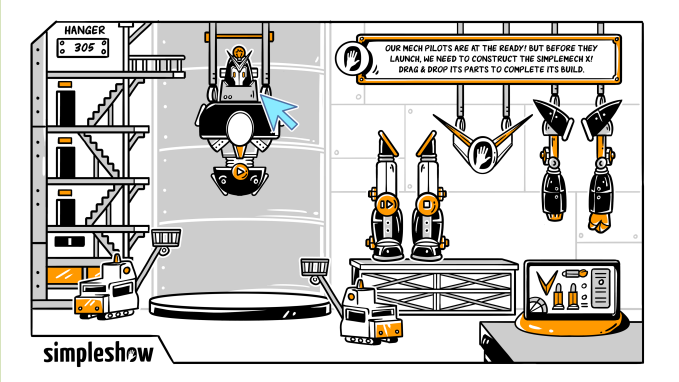
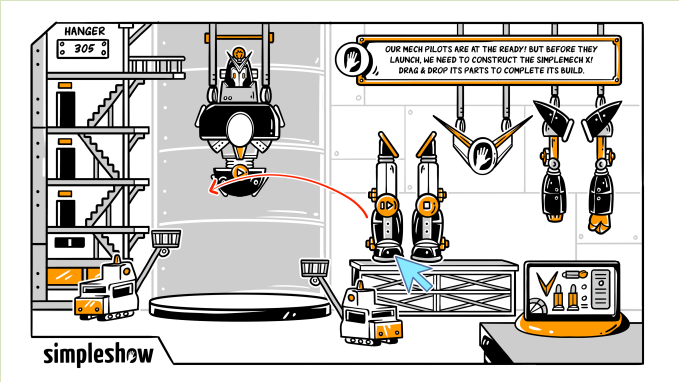
Developer Assessment Test

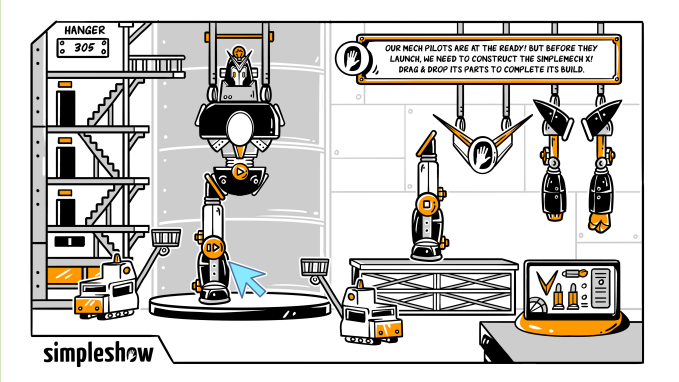
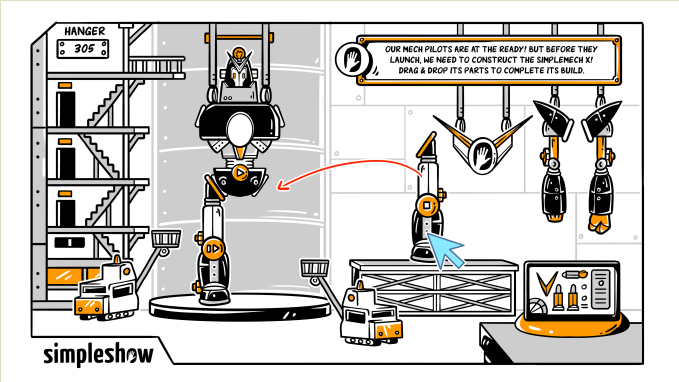
Overview:
The purpose of this assessment is to test potential candidates on their ability to build a standard interaction employed by simpleshow. In this case, the candidate will be examined in building a Drag & Drop feature using simpleshow assets. Illustration will provide the vectorized assets (SVGs) needed to send the potential candidate for use in building this interactive. The theme is playful: a mech suit build in the vein of Japanese mecha comics/cartoons, “Pacific Rim,” and “Iron Man.”

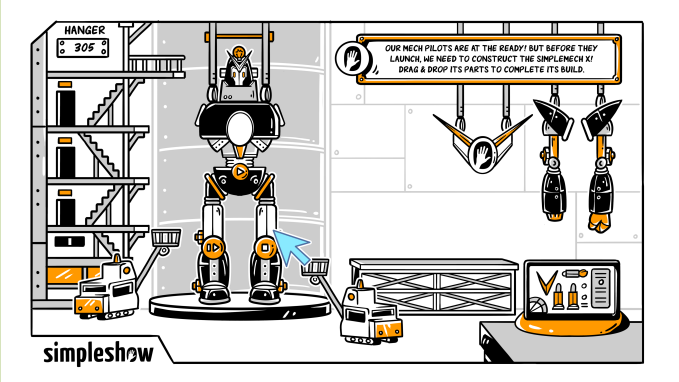
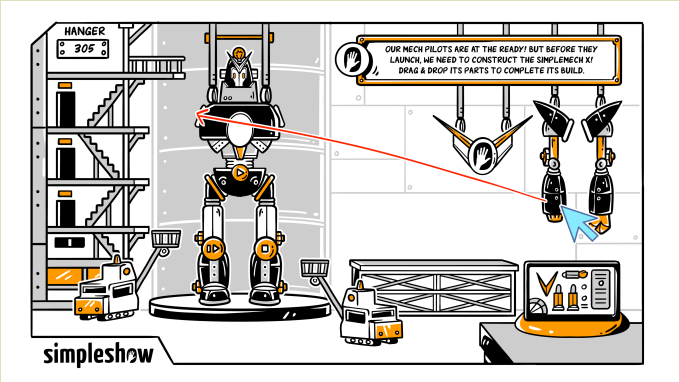
Interaction:
To succeed, the potential developer needs to use the assets provided to program the (literal) build. The interaction is to have the user Drag & Drop each individual part of the mech suit until the full robot is complete. The parts include: the head, 2 arms, 2 legs, and the simpleshow hand emblem for its chest. (These parts can be placed in random order.) These parts are dropped onto the mech suit’s body/frame.

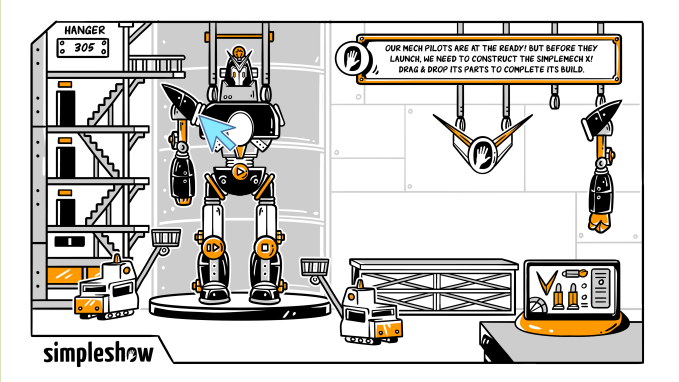
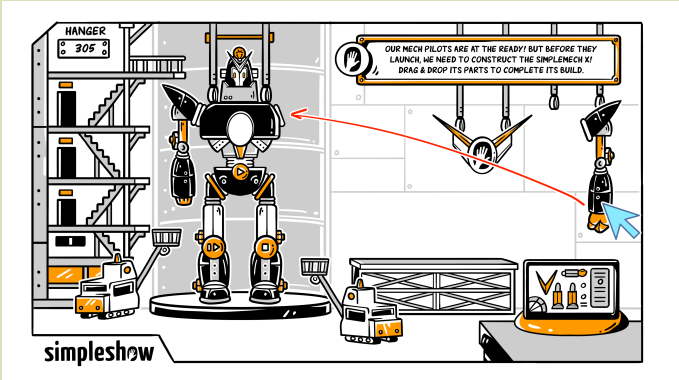
i0.0	**Start Slide** *Appears at start of interaction.* **Text:** “All systems are checked for simpleshow’s simpleMech X. It’s time to put your skills to the test and build the mech suit for launch!”		**Items to Draw Separately** *The idea here is to have the Start Slide look like a holographic screen, hence the separate little screens with data.* *The illustration incorporates a character in a high tech lab of sorts with computers/holographic screens. (Think Tony Stark from Iron Man.)* Start Button Large Screen Medium Screen Small Screen

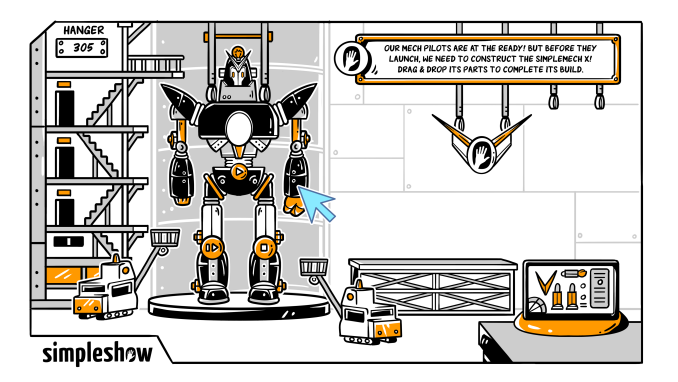
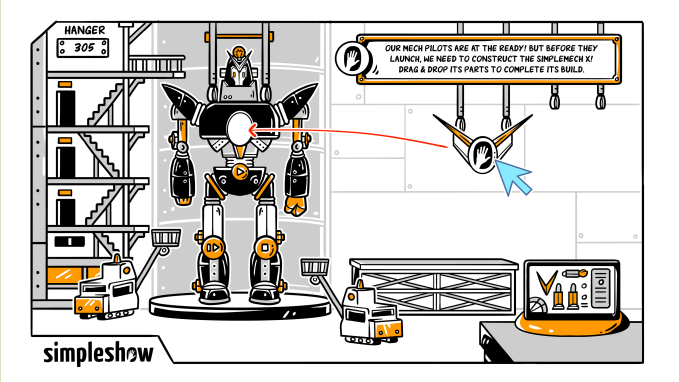
i1.1	**Interactive Sequence:** The user drags & drops each part of the mech suit onto the robot's body/frame. **Text:** "Our mech pilots are at the ready! But before they launch, we need to construct the simpleMech X! Drag & Drop its parts to complete its build."		**Items to Draw Separately** *The interactive scene, itself, should look like the inside of a hanger bay with a computer monitor in the foreground. (Think "Pacific Rim")* Directions Box simpleMech X – Body simpleMech X – Head simpleMech X – Arm 1 simpleMech X – Arm 2 simpleMech X – Leg 1 simpleMech X – Leg 2 simpleMech X – Chest Emblem (simpleshow hand) Foreground Computer Monitor (w/ Mech Details) Platform (for Head and Legs) Hanger Bay Background
i2.1	**Interactive Sequence:** REPEAT The user drags & drops each part of the mech suit onto the robot's body/frame.		

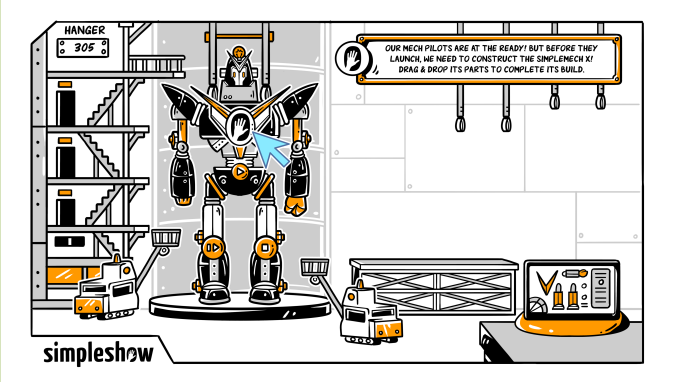
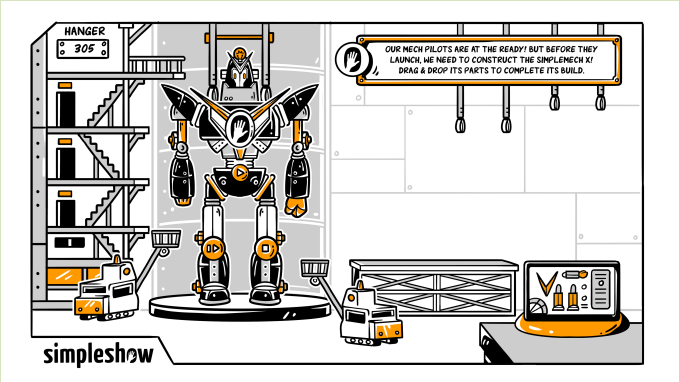
i2.2			
i3.1	**Interactive Sequence:** REPEAT The user drags & drops each part of the mech suit onto the robot's body/frame.		

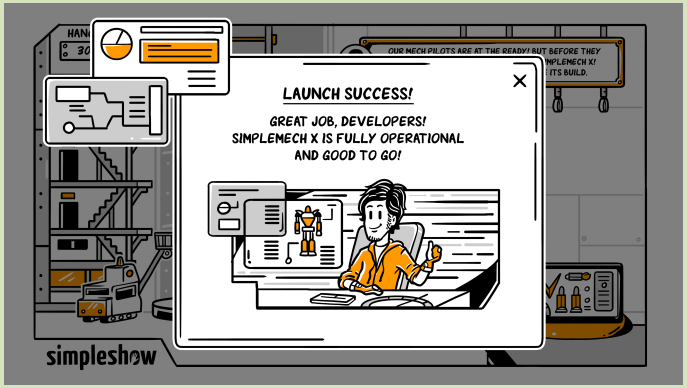
i3.2			
i4.1	**Interactive Sequence:** REPEAT The user drags & drops each part of the mech suit onto the robot's body/frame.		

i4.2			
i5.1	**Interactive Sequence:** REPEAT The user drags & drops each part of the mech suit onto the robot's body/frame.		

i5.2			
i6.1	**Interactive Sequence:** REPEAT The user drags & drops each part of the mech suit onto the robot's body/frame.		

i6.2		v 	
i7.1	**Interactive Sequence:** REPEAT The user drags & drops each part of the mech suit onto the robot's body/frame.		

i7.2			
i7.3	**COMPLETE**		

i8.1	**Feedback Win Slide** *Appears upon completion of build.* **Text:** "Great job, Developer! simpleMech X is fully operational and good to go!"		**Items to Draw Separately** *The idea here is to have the Feedback Win Slide look like a holographic screen, hence the separate little screens with data.* Large Screen Medium Screen Small Screen
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