

Suji Coding Challenge

A large, bold, black, sans-serif font logo where the letters S, U, J, and I are stacked vertically. The 'U' is slightly taller than the other letters, and the 'J' has a long vertical stroke on its right side.

Brief:

At Suji, we're seeing a significant increase in the number of new users joining the platform, and the onboarding experience is critical to starting their Suji journey on the right foot. It's essential that this flow is simple, intuitive, and effective, helping users get set up quickly while maintaining a polished and engaging experience. This is a part of the product that we constantly monitor and continuously work to improve.

This coding exercise asks you to **build a multi-step onboarding flow using SwiftUI**, mirroring the structure of a real onboarding process for new users. You will guide the user through several screens where they enter information, make selections, and setup their profile.

A Figma file is provided to illustrate the UI, UX, and overall flow. Please follow this as closely as possible. If you choose to deviate then you will need to justify this decision. This mirrors our real design engineering collaboration process.

We're not looking for perfection. This challenge should take around **5 hours**. You're welcome to spend more if you want, but we understand what's achievable in that timeframe. Don't feel the need to create pixel perfect UI, in real projects this goes through multiple iterations with our design team.

What we are Looking for:

State Management

- State should persist across the whole flow.
- Navigating back should not reset any data and this data should remain visible to the user.
- The only way to reset the data is by tapping the “Log Out” button, which will also navigate back to the first screen.
 - eg. the email field should remain populated with the entered email until either the user deletes it or the “Log Out” button is pressed.

Navigation

- We are looking for a native navigation experience.
- Forward navigation with selections or buttons.
- Back navigation should use native iOS behaviour.

UI / UX Implementation

- Follow the designs and flow in the Figma file.
- We are not looking for UI perfection but still are expecting,
 - Correct button states
 - Correct interactive behaviour
 - A flow that matches the intended UX

Other Notes

- We will run your submission on an iPhone simulator device, running iOS 26.
- You do not need to worry about running on any other devices or OS versions.
- You can structure the project however you like (files, classes, folders etc.).
- We would not encourage use of any 3rd party frameworks, if you do choose to make use of any then be prepared to justify this decision.

What You Will Receive

- An Xcode project configured for iPhone only, with a minimum deployment target of iOS 26. Please do not change any of these settings.
- Background image included in assets folder.
- Link to Figma file.
https://www.figma.com/design/NeRV6kacCwmRikkIgr7mum/Suji_Test_UIUX_Mockup?node-id=0-1&t=UgSGO0gNNgL0gIRO-1
- If you have any issues with any of the above then please reach out ASAP and will help resolve.

Follow Up:

We will take time to review your submission and then we will meet again where you will have a chance to talk us through your implementation choices and we will ask some follow up questions.

Submission Date:

Please submit by **23:59** on Friday the **20th February**. Please email a zip file of your code to the below email address.

If anything is unclear or you have questions then feel free to reach out.

Email: findlay@sujibfr.com