



A Chef Collective

The Challenge

There are **two things** we are trying to get a sense of with this **code test**:

First, your coding skill -how you architect things, and how you actually implement your design in code.

Second, we want to see how you think about problems, and how you would create products that appropriately solve these problems. Here, we are looking for things like which problems you are trying to solve, and how/why your resulting products/features would solve them.

At **CookUnity**, we evaluate candidates with respect to three different things:

Personality: It's important to us that we work with people we like and respect. We spend much of our interviews trying to get a sense of a candidate's personality.

Judgement: We look to see that candidates show good judgement, what features to implement, what priority should be placed on the different features, what the best use of their time is, etc. Judgement can blend in with knowledge, but we so often don't know the right answer, we need to depend on having good judgement to guide us.

Coding skill: The primary job function is still writing code, and making a highly successful product. The ideal candidate would be teaching us how to improve our skills. What we are looking for in this code test is to get a sense of your judgement and coding skill. We are being intentionally vague about details, because we want to see what you think is necessary, what would be useful, and what is not worth the effort. We want to see your judgement in action. We also want to see as much code as possible.

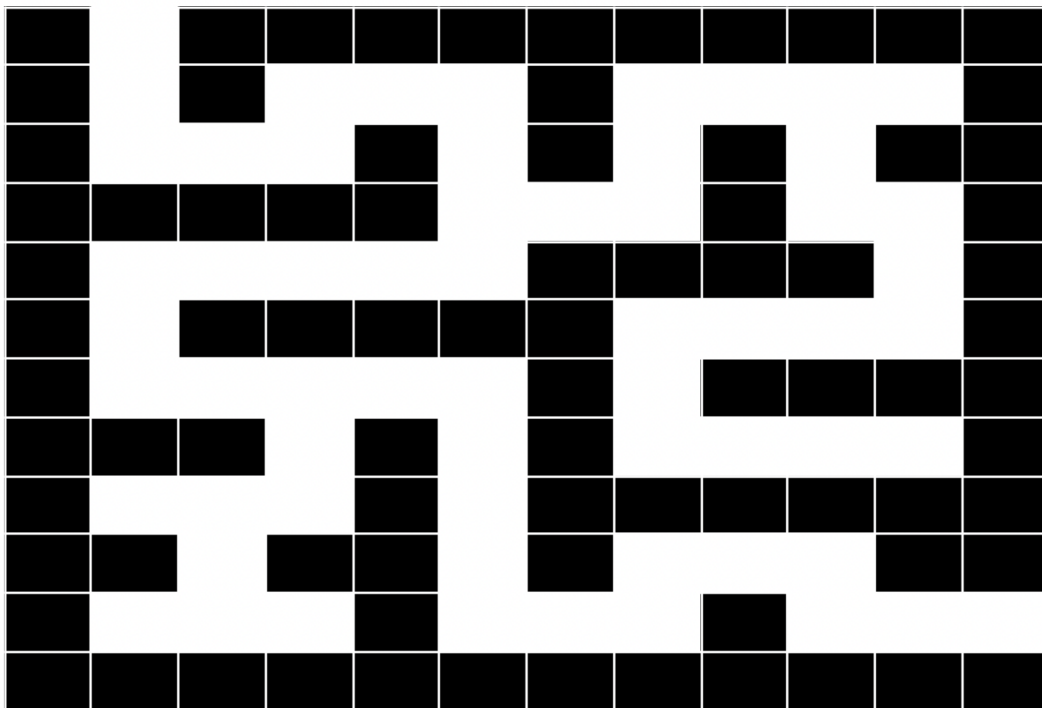
The test consists in drawing and solving the following maze:

cook•unity

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moves: x



Build a component-based ReactJS application to solve the maze rendered above.
Implement an avatar that will walk through the maze until it finds an exit.

Consider using stores to share information about number of movements and collect it to
send to a fictitious API endpoint when the maze is solved e.g:

<http://www.mocky.io/v2/5df38f523100006d00b58560>

The test will be scored by the quality of the code, algorithm selection and UI design. Please
be creative and original!

I hope you find this game not only challenging but fun as well!