

*Software Applications Development*  
*WorldSkills 2026 National Competition*  
*HUNGARY*

*Round 3 - Session 4*

Submitted by:

Skills IT

# Contents

<b>1. Introduction</b>	<b>3</b>
<b>1.1 Description of project and tasks</b>	<b>3</b>
<b>1.2 How to submit your work</b>	<b>3</b>
<b>2. Login screen</b>	<b>4</b>
<b>4. The dashboard</b>	<b>6</b>
<b>3. The session screen</b>	<b>7</b>
<b>5. Additional information</b>	<b>7</b>

# 1. Introduction

In this session you have to create a UI for the API created in the previous session, **optimised for a mobile screen**.

## 1.1 Description of project and tasks

In this task you have to implement 5 UI screens:

1. Create a login screen.
2. Dashboard screen.
3. Work screen.

## 1.2 How to submit your work

1. You have to submit all your in the git repository you have been provided with.
2. Your **README** file has to contain instructions on how to start your backend and frontend. We prefer you provide executable files or a built/deployed solution.

## 2. Login screen

A user must be able to not access any pages other than the login screen without logging in. You don't have to handle such cases like the user reloading the application, you can just return the user to the login screen if that happens.

The user can login via the username and password. You must use the auth-service to login the user.

### POST auth-service/authentication/login

Request body:

```
{
  "username": "john_doe",
  "password": "Password.123"
}
```

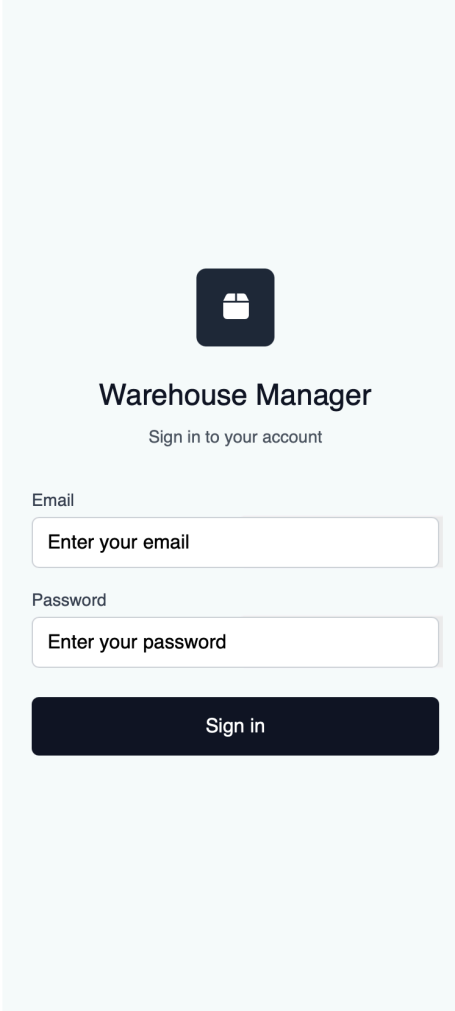
Response body (the access token):

```
"eyJhbGciOiJIUzI1NiIsInR5cCI6IkpXVCJ9.eyJ1bm1xdWVfbmFtZSI6ImpvaG5fZG9lIiwic3ViIjoiaYzE5N2E5MTktMDRkMS00YWE1LTlkZGMtNjlnN2Y4YmZjNDk4IiwibmJmIjoxNzQ1NjkwMDg4Lm1hdCI6MTc0NTY5MDA4OiwiaXNzIjoiaHR0cDovL2xvY2FsaG9zdDozOTI4MC9yZWZsbXMvaXZ0cyIsImF1ZCI6Im12dHMifQ.0-w130LAGqte7QUuDJu0lpSYRH-Ky4J5W1GYHkp4dTg"
```

You can later use this access token to access the APIs using the **Authorization** header in the following format:

**Authorization: Bearer ...token...**

Below you can find a wireframe for the login screen, it is just a guideline make your own choices in implementing it:

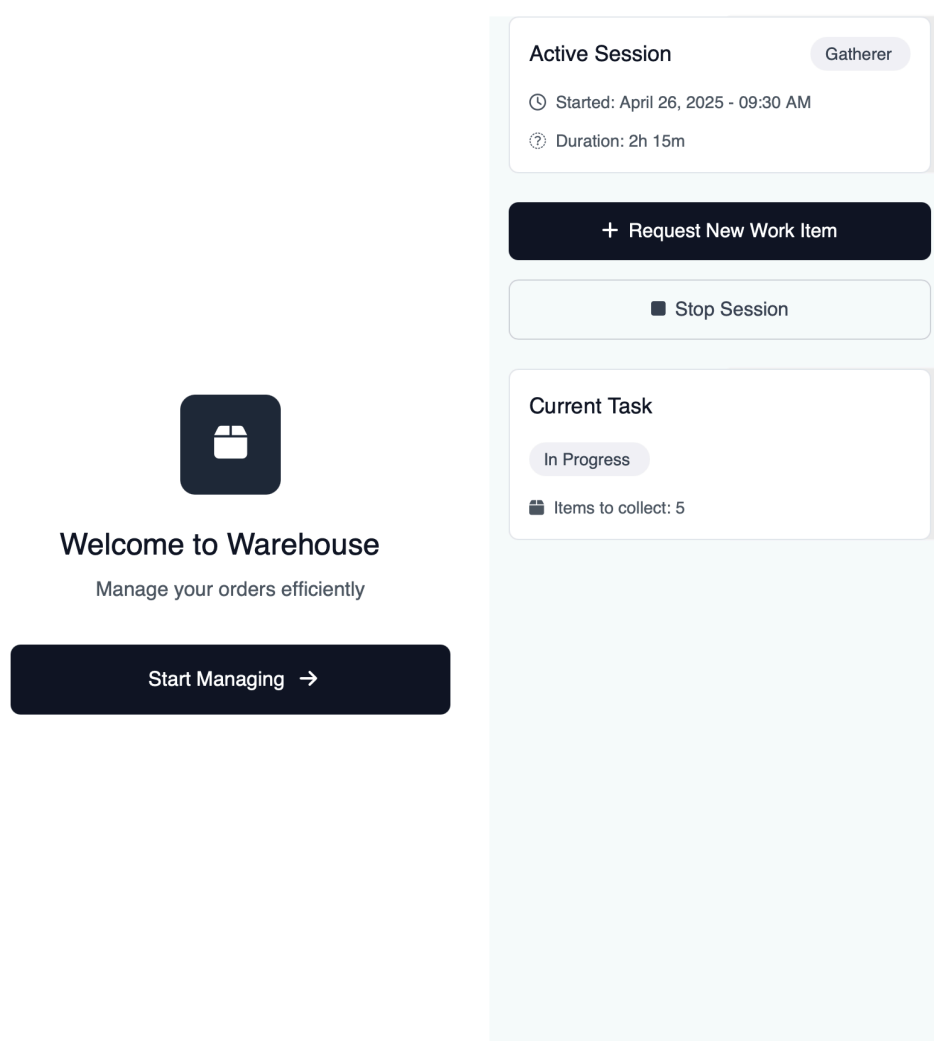


The wireframe shows a login screen for 'Warehouse Manager'. It features a dark blue square icon with a white warehouse building inside. Below the icon is the title 'Warehouse Manager' in bold, followed by the subtitle 'Sign in to your account'. There are two input fields: 'Email' with the placeholder 'Enter your email' and 'Password' with the placeholder 'Enter your password'. A dark blue 'Sign in' button is positioned below the password field.

## 4. The dashboard

Here the user can start their work session, after the work session is started they should see the work session details, stop the work session and request new work. See the active work item, if there is one.

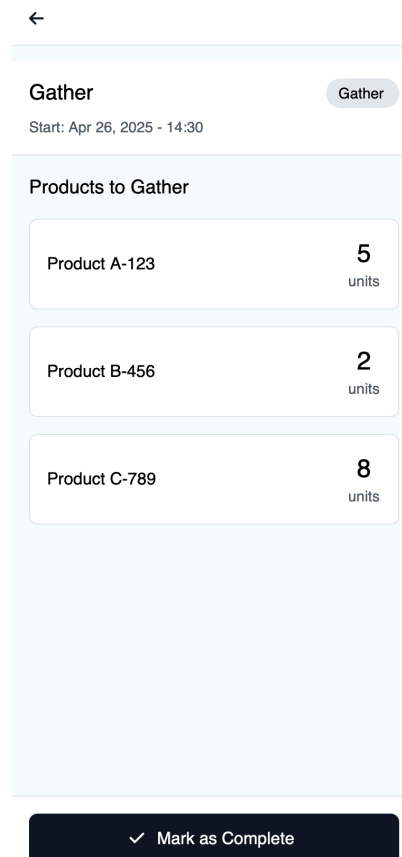
Below you can find a wireframe for the dashboard screen, it is just a guideline make your own choices in implementing it:



### 3. The session screen

Here the user can see their current job to do and the items to gather or transport.

Below you can find a wireframe for the session screen, it is just a guideline make your own choices in implementing it:



### 5. Additional information

- Some media, icons and text have been provided for you in the media files. You are free to use these, but you can also create your own, as long as the application is still fit for purpose. **You should not use any other media files (e.g. downloaded videos, images, icons, etc.).**
- Clean code and user interface accessibility are also important considerations.
- Do not hardcode API responses as another database will be used for testing.