

# FE Developer Assignment

### Brief

When a user visits the page they will be presented with buttons that display statuses for tasks and projects. Clicking on the button will open the list of statuses and enable the user to change the active status. The statuses data for tasks and projects are available from Scoro's API.

## Requirements

- It must be built as a single page application
- It must load the data from the API
- The component must be reusable
- The component should look like in the provided mock-up
- The status list should close after selecting any status, clicking outside the bounds of the list or clicking on the button again
- Use Vue to solve the task
- You can use a CSS pre/post-processor
- You can use any build tool, just make sure the setup and running instructions are documented in a README, if necessary

### **Materials**

- Scoro API: <a href="https://api.scoro.com/api/v2">https://api.scoro.com/api/v2</a>
  \*To avoid getting CORS errors
  - you may run your local development environment on localhost.scoro.com
- Site for API requests: <a href="https://homeassignment.scoro.com/">https://homeassignment.scoro.com/</a> API credentials will be provided in the e-mail
- The mock-up for the component can be found here: <a href="https://www.figma.com/file/3HqdzhIMXMfpsSZt2B3f1b/Status-picker?node-id=0:1">https://www.figma.com/file/3HqdzhIMXMfpsSZt2B3f1b/Status-picker?node-id=0:1</a>
- Font, Inter-Regular: <a href="https://github.com/rsms/inter/releases/download/v3.12/">https://github.com/rsms/inter/releases/download/v3.12/</a>
  Inter-3.12.zip

## **Bonus challenges**

- Load a list of all tasks and projects on separate pages. Display the event\_name and project\_name and the status for the entity with the component you've created. The styling for the list is up to you.
- Implement drag-n-drop to to reorder the statuses on the client side so that rendering new status components would show the same ordering.
- Handle the list placement so that the list doesn't render outside the viewport, should the badge be placed too near the edges of the viewport.