



Interview Project

Part 1: Storytelling

The ability to tell a good story is critical to your success on this team. A prototype is not simply a pile of code, it is the key detail in a story that will create partnerships and forge new opportunities. All of the same story telling techniques found in traditional storytelling are valuable here. To show off your skill, write a short story on any topic. It should be between one and three pages in length. Come to you interview ready to discuss the literary tools used and the design decisions you made. You can use this tool to generate a prompt:

<http://writingexercises.co.uk/index.php>

Part 2: Prototyping

Our team is often called upon to rapidly prototype ideas using new technologies. Success requires the ability to quick and simply write code across various languages and platforms. For this project, please design a simple webpage. A user visiting the page should be presented with a glowing button. Clicking that button should cause it to stop glowing, and clicking again causes the button to start glowing again. Any number of other users may also go to the page, from any device, and click the button. Critically, all users should always see the button in the same state of glowing. For example, imagine three people all viewing the page from their phone, they all see a glowing button. Then, one user clicks the button. As soon as that click happens, the button should stop glowing on all three devices. Submit your code before the interview, and come prepared to talk about your design choices and any challenges you encountered.