# Epics

A learner wants to use mobile devices or tablets to learn coding.

A learner wants to share their code and projects to the social media.

A learner wants to learn software engineer knowledge to find a better job.

# User Stories and Tasks

## User Story:

A learner wants to drag and drop snippets to finish a coding task.

## Tasks:

1. Create basic classes like snippets. Each snippet has name.
2. Create a drag area and a drop area, including snippets into the drag area.

## User Story:

A learner wants to see the real code because they do not want to play a drag and drop game.

## Tasks:

1. Add code: string into snippet class.
2. Two-way binding the code area, so once users drag a snippet to a drop area, the code area shows the real code.

## User Story:

A learner wants to learn different implement ways for a same function, because it will benefit the interview. These ways have different difficulty levels.

## Tasks:

1. Add a button on the right side of the function name, learners can select which one they want to implement.
2. Add a level for a method.

## User Story:

A learner needs to subscribe to unlock all implement ways for a function.

## Tasks:

1. Add a lock on the right side of the difficulty level name.

## User Story:

A learner wants to see a step list and hide step list for more space on both desktop version and mobile version.

## Tasks:

1. Create a step list.
2. Add a button on the left of the function name to hide and show the step list.
3. If a step is finished, it will be marked as finished. If a step is ongoing, it will be marked as ongoing. If a step is not reached, it will be marked as locked.