

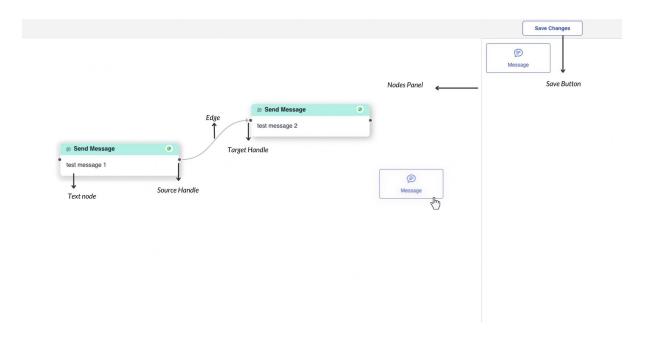
BiteSpeed Frontend Task: Chatbot flow builder

Overview:

We'll build a simple Chatbot flow builder using React and try to make the code extensible to easily add new features.

A chatbot flow is built by connecting multiple messages together to decide the order of execution.

(double click on the images to enlarge)



#Note →

- Use https://reactflow.dev/ for the flow builder.
- You are free to use any other library on top of React Flow.
- You can use either of JavaScript or TypeScript for this Task
- Add comments to explain your code

Features:

1. Text Node

- a. Our flow builder currently supports only one type of message (i.e Text Message).
- b. There can be multiple Text Nodes in one flow.
- c. Nodes are added to the flow by dragging and dropping a Node from the Nodes Panel.

2. Nodes Panel

- a. This panel houses all kind of Nodes that our Flow Builder supports.
- b. Right now there is only Message Node, but we'd be adding more types of Nodes in the future so make this section extensible

3. **Edge**

a. Connects two Nodes together

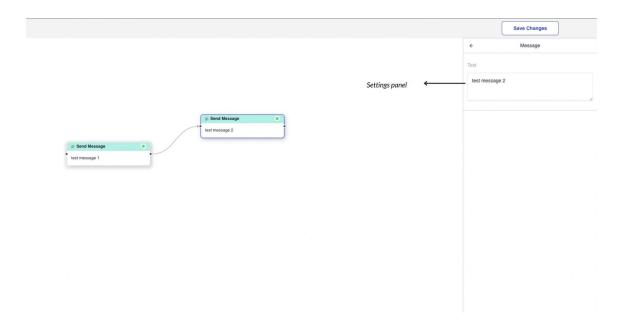
4. Source Handle

- a. Source of a connecting edge
- b. Can only have **one edge** originating from a source handle

5. Target Handle

- a. Target of a connecting edge
- b. Can have more than one edge connecting to a target handle

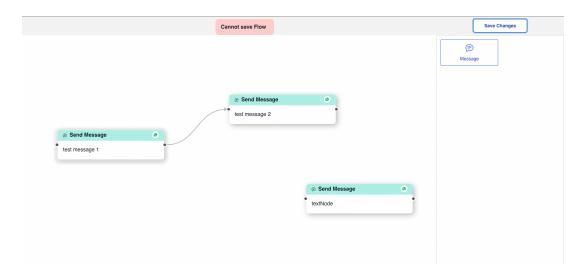
6. Settings Panel



- 1. Settings Panel will replace the Nodes Panel when a Node is selected
- 2. It has a text field to edit text of the selected Text Node

7. Save Button

- a. Button to save the flow
- b. Save button press will show an error if there are more than one Nodes and more than one Node has empty target handles



Submission

- 1. Deploy a working version on a free hosting service like Heroku, Vercel, etc
- 2. Host the code repo on Github and add hosting link from the above step to the readme file
- 3. Share the repo link with your resume to careers@bitespeed.co with subject "BiteSpeed Frontend Task"
- 4. Please fill this form to submit the task -

https://forms.gle/X4CCKRB5bu6oLr628