Rijksmuseum surfing app

Have you ever been to Rijksmuseum? We definitely advise you to visit it once.

But before this, let's create an app to explore its collection (Yeah, their official site is rather cool, but we can do better, yeah?). Luckily, they have a nice API allowing us to do it easily: http://rijksmuseum.github.io/.

Our application should show collections of Rijksmuseum, providing the ability to fall into a specific item of the collection to get more details about it.

Also, since collections of the museum are rather huge, we should provide the ability to search/filter the collections to find the items we'll love the most.
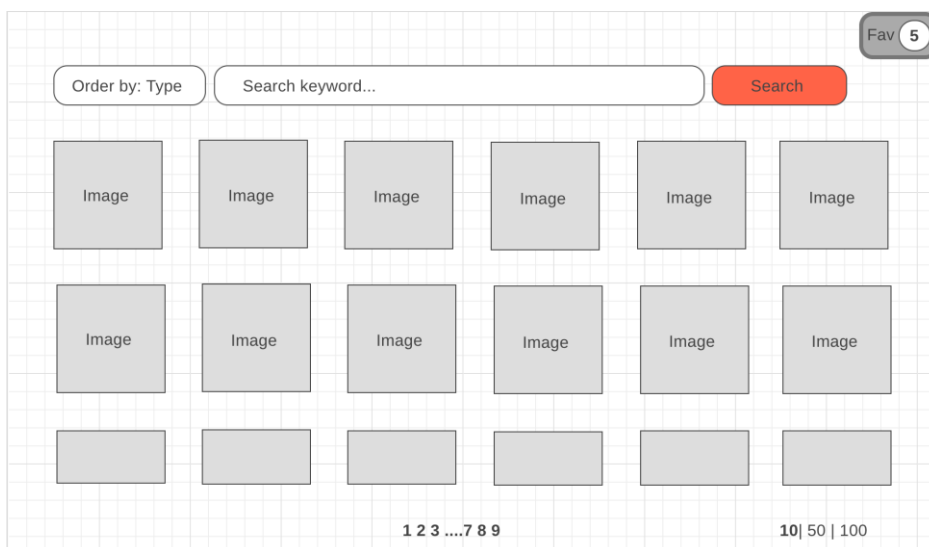
So, our app should consist of three elements:

- the main page with a list of items present in the museum, providing search functionality;

- popup with short information about the art object;

- specific art object`s all details page

You can use any third party **frameworks** or **libraries** for development as well.

Let's dig into more details

The main screen:

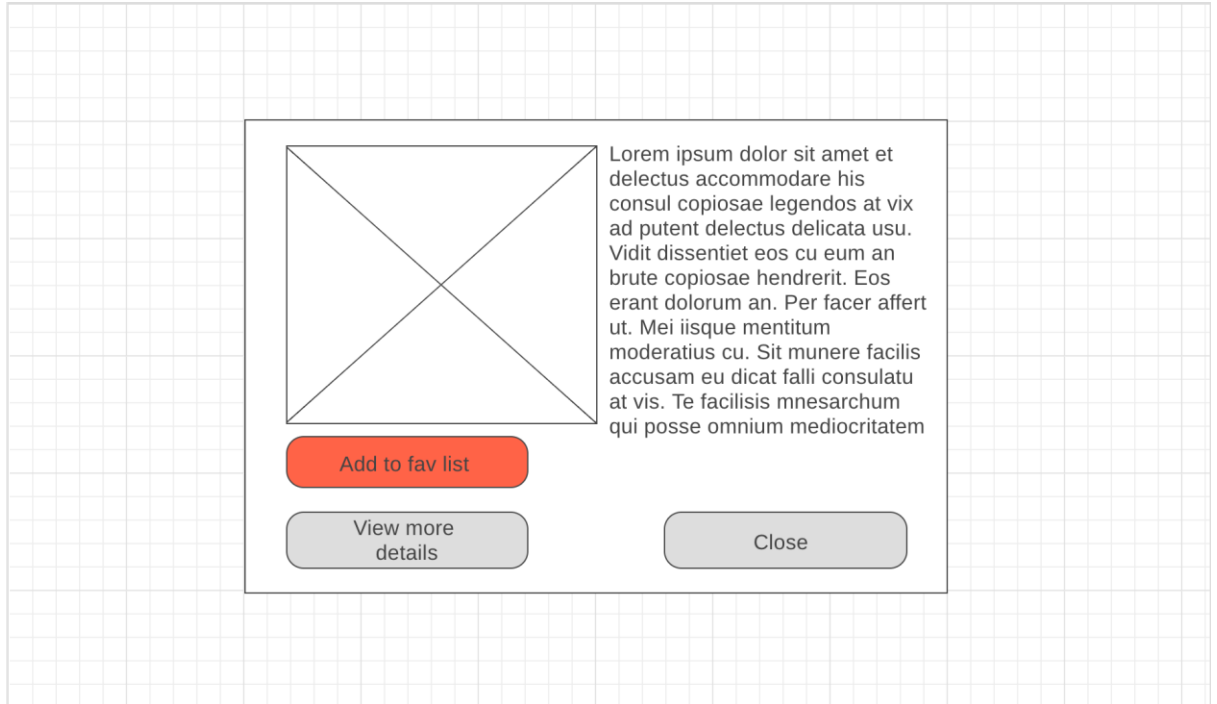1. By default shows the **list of tiles** as following:

2. Please pay attention to the **search field with a button**. When a user types keyword and presses search button - the result should be displayed on the same page. The search should happen on BE.

3. In case user searches stuff but nothing can be found, let`s show appropriate **"no data" message** in place of tiles. "No art object could be found by your query" would be nice.

4. Also, do not forget to add **"Order by" control**. It should allow a user to sort items by relevance, type of item or other option supported by API. Again, ordering should happen on BE.

5. The number of items meeting search criteria can be very big, and we do not want to show all of them. Please add **pagination to the bottom** of the page, so that user can see by default 10 items per page. As you already know, pagination should work on BE.

6. A user can decide that showing 10 items per page is too little. We should provide them control to change a **number of items per page** between 10 and 100. As you already know, the change of the value of this control should lead to a new request to the server.

7. Getting back to tiles, each should display a **header image** of the item. No text, no description.

8. If a user wants to see the title of the art object, **hovering** over item would be enough: **long title** will be shown in the bottom part of the tile like this

The information popup

1. If a user aims to know more about art object, instead of hovering over it, she can **click a tile** to open information popup.

2. It should look as follows:

3. It should be shown **over the list of the tiles**, blurring them slightly.

4. The popup should contain the **title** of the art object, its **description** and **web image.**

5. There should be a way to close a popup. **Close button in the footer or cross button in top right** corner will do. These are only elements to close the popup. Click outside of popup should be ignored.

6. Except for these elements, the popup should have **"View more details"** button. As you understand, click on this button should lead to the following page.

The art object`s details page

1. This is a separate page, containing more details:

    a. web image

    b. title

    c. description

    d. **category**

    e. **tags**

f. other information that you find important to show

2. **Category and tags should be clickable** and should lead to the main page with an applied filter.

Checklist

Let`s go through features again not to forget something:

1) main page

    a) search

    b) ordering

    c) pagination

    d) tiles with images

    e) hovering over tile shows the title of the art object

    f) click on the tile opens information popup

2) information popup

    a) image

    b) description

    c) title

    d) link to the details page

3) details page

    a) all info mentioned for information popup

    b) category

    c) tags

    d) whatever you find useful to show

    e) click on a category or tag redirects to the main page with query applied

Do you want more? (Optional)

If you have a desire to do more features, let's implement "Favorite Arts Objects" functionality.

1. Please add **"Mark as favorite" button** to information popup and details page.s

2. Please add **"Favorites" button** to the main page.

3. Click on the **"Favorites" button**

   a. makes it active (highlighted).

   b. makes only those tiles visible, that was marked as favorite.

   c. in case there are no items marked as favorite, shows the message **"No favorite items yet"** instead of tiles.

   d. next click on **"Favorites"** switches application back to usual mode.

4. Please pay attention, that **filtering and sorting** (ordering) should work for items marked as favorites as well.