# Povio Labs iOS Assignment

FlowrSpot Project

## Assignment Info

You are going to work on an existing iOS version of a product called FlowrSpot. It is used for flower spotting while hiking, traveling etc. Users can check out different flowers, their details and sightings as well as add their sightings.

You will not need to implement the whole product. You can check what must be implemented to complete the assignment in the section *Requirements*. The assignment should not take more than a few hours to complete.

## Project Designs and Assets

The project design is hosted on <u>Zeplin</u> and the name of the project is **FlowrSpot iOS**. All the elements should be in the same scale as on Zeplin. The font used for the project is <u>Ubuntu</u>.

You can log in and access the project with the following credentials:

vetting@poviolabs.com / wNjpPC9B7EY734AvCQ

You can find the API documentation at <a href="https://flowrspot-api.herokuapp.com/doc">https://flowrspot-api.herokuapp.com/doc</a>.



#### Instructions

Try to avoid adding 3rd party libraries unnecessarily. The goal is to create an app that not only functions well but is also easily maintainable and upgradable.

This app should represent your level of expertise and we trust that you will solve it yourself. You should be able to explain your decisions that you made while planning and developing this app.

### Requirements

The project *must* have a git repository. Write your commit messages so it is clear what changes they contain. Respect and follow existing app architecture.

#### Required

- Open details screen when selecting a flower
  - Use transition of your choice
  - Make it intuitive
- Add header view
  - o Should scroll up with the content
  - Should not bounce down when in place
- Add flower details
- Add available sightings bellow flower details
- Tests
  - Write unit tests for every class (if it makes sense) you add to the project

### Optional

- Route to empty screen when tapping 'Add New Sighting' button
- Write UI tests

# Submitting the assignment

- 1. Compress the code to an archive (including the **local .git** folder)
- 2. Name the archive ios\_name\_surname.zip
- 3. Submit the archive on the platform