Curse Front-End Developer Challenge

Enclosed with these instructions you will find a mock-up (in PNG and PSD form), an annotated version of the mock-up, and all the necessary assets (in a separate folder). The design is for a fictitious game called “TitanStar Legends,” and will not be repurposed or otherwise utilized by Curse – it is only a coding challenge.

Below are specific requirements we have which cannot be adequately expressed through the mock-up. We ask that you have your assessment completed and returned within 7 days of receiving it. Good luck!

# General Requirements

* You may not use any existing SCSS (SASS), LESS, or CSS frameworks.
* You must use SCSS (SASS) to demonstrate competency with the language.
* You must use jQuery. The version is not important, but for reference we are currently

employing 1.x.

# Heading and Navigation

* At least one navigation item must have sub-navigation.

# News

* Feel free to use whatever Lorem Ipsum text you prefer.

# Rune Mastery Loadout Talent Calculator 9000

* Left click to add points.
* Right click to remove points.
* The user may only use up to 6 points.
* Each item only accounts for one point.
* The user must select the items in order.
  + For example: The user may not put a point in the cake without first having put points in the chevrons and the silverware (in that order).

# Footer

* No sub-navigation is necessary on the secondary navigation in the footer.