

Mobile Recruitment Case Study 1

M01 - Clothes Store

This case study is intended to allow you to demonstrate your skills and experience in building mobile applications.

It is based on a fictional scenario, but it does include a number of elements that reflect the types of mobile apps you will build at Deloitte Digital.

Table of contents

- [Technical information](#)
- [Evaluation](#)
- [Frequently Asked Questions](#)

The brief

Your client is an online clothes retailer. You have been asked by the client to build a mobile app that allows the customer to:

- browse a catalogue of clothing,
- add items to a wishlist for later use, and
- add items to a shopping cart

For the purposes of this example, you do not need to include a payment flow for items in the shopping cart.

The prioritised list of user stories is as follows:

1. As a Customer I can view the products and their category, price, old price for discounted products and availability information.
2. As a Customer I can add a product to my shopping cart.
3. As a Customer I can add a product to my wishlist.
4. As a Customer I can remove a product from my shopping cart.
5. As a Customer I can view the total price for the products in my shopping cart.
6. As a Customer I am unable to add Out of Stock products to the shopping cart.
7. As a Customer I can remove a product from my wishlist.
8. As a Customer I can move a product from my wishlist to the shopping cart.

Product list and cart items should NOT be persisted on the mobile device and should be loaded from server as required.

Wishlist on the contrary should be persisted locally on the device and should not be erased when the app restarts.

Technical information

The client has an existing API that provides access to functionality you will need to build your mobile app. API documentation can be accessed on SwaggerHub: <https://app.swaggerhub.com/apis/eeliseev/cloths/v1#>.

All APIs require authorisation with an API key that you should receive from your recruiter.

Submission

For iOS applications your submitted app must build and run on Xcode 11 or later and be targeted for iOS 13 or later and written in Swift.

For Android please ensure the app runs on Android Studio 3.x and API level 19 and above. You can use Kotlin or Java.

Please include a README file that describes the code layout at a high level to help us understand where to look. Feel free to also describe your approach and your thinking.

Applications can be submitted via a compressed zip which should include everything needed to build the project, alternatively please provide access to a git repository where the code is hosted. If the application is large the latter is preferable.

Evaluation

We will use this test to assess how well you structure a solution and develop the application. There is no right or wrong answer. Functional correctness is important, but we will assess your solution holistically.

A prioritised list of user stories is provided. You do not need to build all stories. You should build a sufficient number of stories to demonstrate your understanding of key mobile development concepts.

We do not expect you spend more than a weekend or a few evenings on this task.

You will be assessed on the quality of your code, functional correctness and your approach to quality assurance and testing.

Frequently Asked Questions

Q) Are there acceptance criteria / wireframes for the user stories?

A) No, please use your own judgement.

Q) What assets should I use? Are any provided? (e.g app icon, branding)

A) Branding / colour schemes are entirely up to you, although bear in mind that the creative element is not the primary focus of the evaluation so use the time wisely. An icon is not necessary.

Q) Are there product images?

A) Product images are not a requirement of the minimum viable product.

Q) Is the use of 3rd party libraries allowed?

A) Yes, if their license allows their use in commercial closed-source projects.