Acquaintance task – SPORTABLE AG

Thank you again for taking the time to do the interview with us. We are happy to tell you that we would like to proceed to the next step in the recruitment process. So today we send you a small task.

The goal is to get to know your coding style and your approach to solve problems. If you have any questions or need clarification before starting, don't hesitate to ask via email.

Please use Flutter to solve the task and note how long you were taking for the respective steps or the whole task. You can also write down specific problems you encountered along the way, especially regarding the use of Flutter.

The scenario:

We would like to offer restaurants a way to present their menu digitally.

The task:

1.) Unzip api folder from the attached ZIP-file and install all modules for it and start them. If you need some hints, please check the Readme.md
2.) The api folder contains a small Express project, which provides all endpoints you need to fetch, create, update and delete dishes.
3.) Create a separate Flutter project and use it to solve the following tasks.
4.) Design a data model of the dishes. A dish should contain:
    a. name
    b. short description
    c. price
    d. category (starter, main course, dessert, beverage, …)
    e. when it is available based on time of day (breakfast, dinner, lunch, weekdays/-ends)
    f. it should be able to deactivate a dish, for example when it's sold out
    g. how long the guest approximately has to wait for the dish after they order
    If you can think of more properties that are needed, you can include them.
5.) The goal is to create an interface, where the restaurant is able to edit his menu by creating, editing and deleting dishes. Please use the provided api project and take care of a good mobile UI/UX.

When you are finished please push your code to a repository in your Github account and share it along with any notes or questions you might have to patrick@sportable.eu.

Have fun :)