



Web Developer Take Home Project

Estimated Time: 3-5 days.

Tools: Please use html, css, and javascript

Instructions: As follows. Please read the entire brief before beginning.

Choose one of the following games:

- Marvel Contest of Champion
- Clash Royale
- Vainglory
- Fire Emblem

You're a web developer on a project and you're asked to build a small feature on web-view for the game you choose.

Target Devices: Iphone 7, 8, X, and ipad retina. (Keep in mind, this screen will be displayed on multiple mobile devices.)

Feature requirements:

1. Aspect Ratio: Mobile Landscape
2. A visual representation (Design/render of these assets are not necessary, please use stock imagery or clip art as placeholder)

Required Tasks:

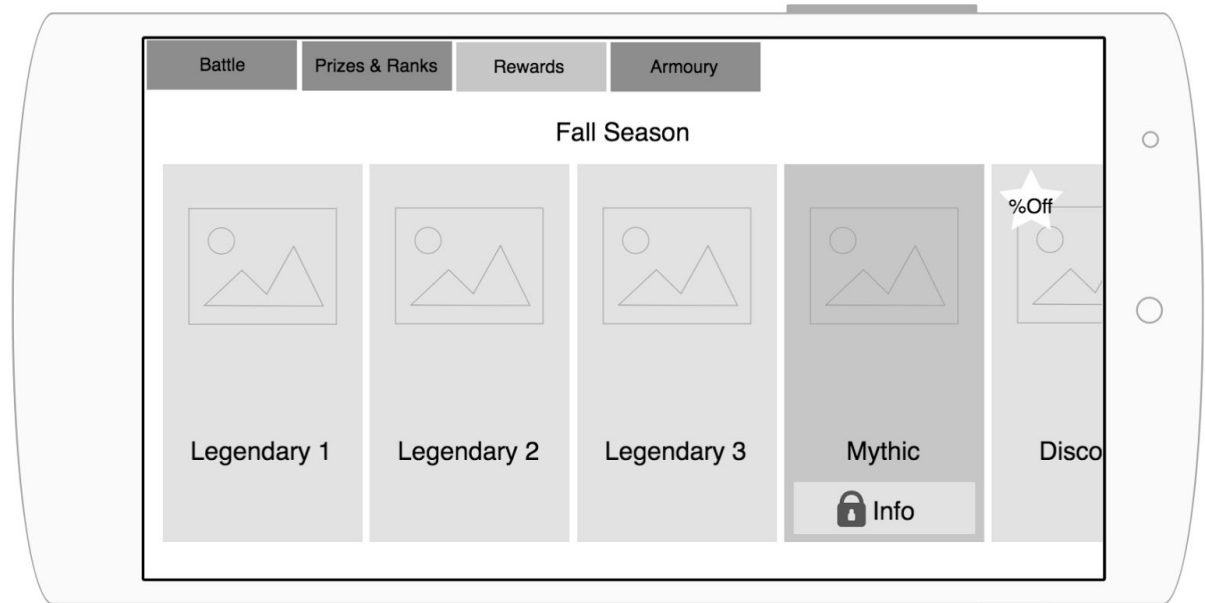
1. Implementation for the provided task and wireframe
2. Create the css library necessary to communicate your design to the team.
3. Create the visuals to the best of your ability within the time limit specified. (Again, design/render of these assets are not necessary, please use stock imagery or clip art as placeholder. Also keep in mind, this screen will be displayed on multiple devices.)

Feature Description:

This feature: Season will be built on two major components:

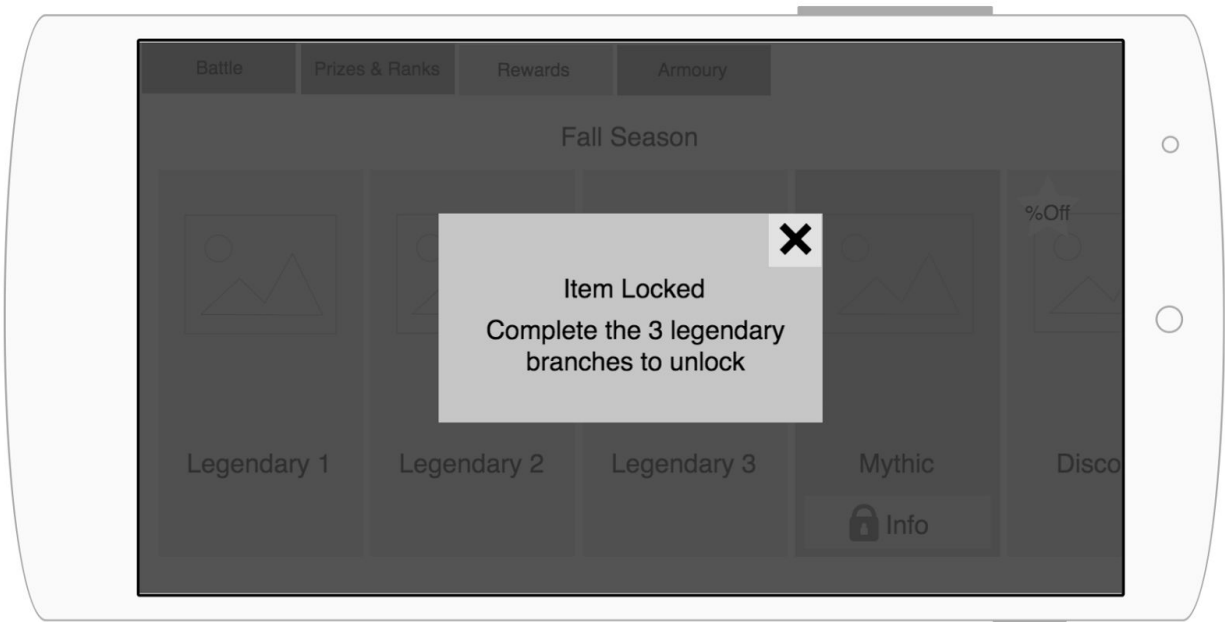
- Home Navigation Page
- Prize Claim Page

Home Navigation Page

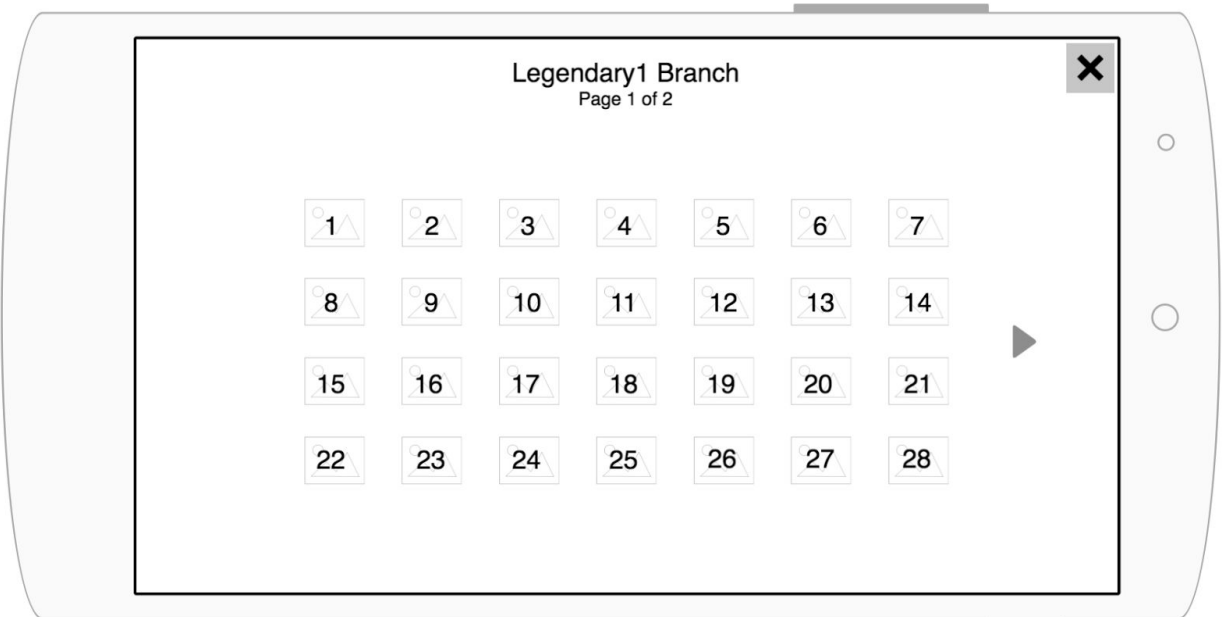


- Home Navigation Page
 - This is the page where players will determine which tiles(Prize Claim Page) they will pursue.
 - Components:
 - Clear identification of the different tiles(Prize Claim Page) as large tiles
 - Navigation by touch scrolling left to right
 - Home should allow for different numbers of tiles.
 - The webview navigation bar at the top must still be visible
 - The tiles will be rectangular, extending close to the bottom of the screen
 - Each tile should have space for the following
 - Title - Legendary 1 - 3, "Mythic", Discount
 - Image - Thumbnail
 - Mythic
 - The Mythic tile is initially a different color with text indicating that this is locked. They can view more info through clicking the tile itself.
 - INFO Button - a pop-up that holds the item locked information. This button should be on a certain portion of the tile.

Mythic Locked



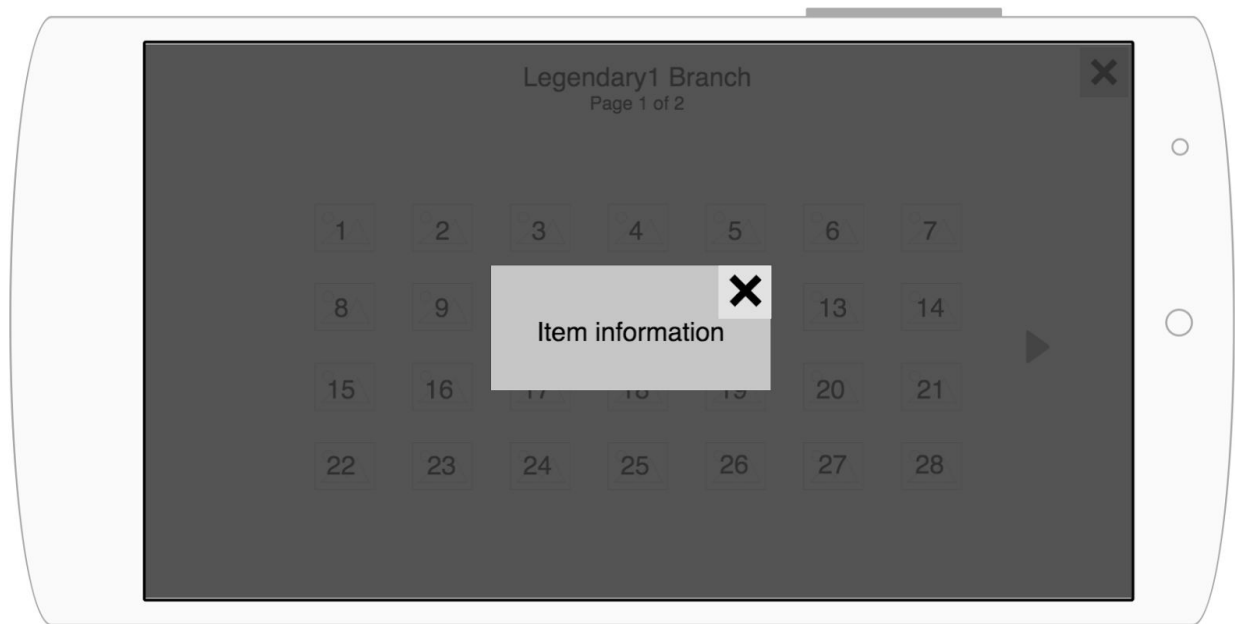
Prize Claim Page



- Prize Claim Page
 - When a player selects one of tiles from the Home Navigation Page, they are taken to this page for the respective Tile

- All the Prize Claim pages will use the same visual format, however the number of items needed to be displayed on a page may differ.
- Elements
 - The navigation bar at the top should no longer be visible
 - The prizes will be represented by buttons arranged in a 4x7 grid.
 - Prize Buttons
 - An image of the prize
 - A text description below the prize (I.E. Prize 1, Prize 2, etc.)
 - Be able to see the item quantities as well in the corner
 - Second Prize Page
 - At the right side of the prize page, an arrow button (or something similar) should indicate to the player that they can navigate to the next prize page.
 - When the player selects the left or right arrow, a page turning animation (similar to the tutorial) should take them to the other page - this can be modified.
 - On the second prize page there should be an arrow on the left (to navigate back to the first prize page).
 - The second prize page should also include a grid of 4x7 prizes.
 - If the page has fewer less than 29 prizes, then the second prize page should not appear.
 - Exit Button - An “x” button in the top right of the page should navigate the player back to the “Home Navigation Page”

Prize Selection



- Prize Selection
 - When a player selects a prize, they will see a popup with a description of the prize (Item Information)

- The player can close the popup by selecting the x or clicking outside of the prize popup (if this is feasible).

Wireframes and Flow:

Leave it blank on these three pages. But we need the tabs functions.

