



# Hi there!

We're psyched that you want to work at Bannerboy! And great that you've agreed to do this test assignment. This will give you a feel for the type of work you'd be doing, and we'll get a chance to assess your skills to make sure you're a good fit.

*Bannerboy*

# Background

This is a made-up banner concept that never has nor will be published in any way. It is not something we will ever use, sell, or showcase. This work is in no way sanctioned by nor affiliated with MINI. We're merely using their assets for the purpose of this test.

The test is designed to be similar to a real project you might have at Bannerboy. There are many different solutions to every challenge, and you can be as ambitious as you like. Feel free to have a look at [bannerboy.com](https://bannerboy.com) for inspiration and animation ideas.

This assignment is not time sensitive. Take your time, research, and learn. We want to see your best effort!

# Guidelines

- The banner should be built in HTML/CSS/JavaScript.
- Animations should be done with JavaScript (not CSS). We like to use the Greensock libraries, but you're free to use whichever one you prefer.
- The dimensions are 300x250 px. If possible, make it retina compatible.
- Maximum file size for the banner (SWF file or folder containing imagery, js, etc.) should be no more than 300kb.
- Please keep everything looking as close to the PSD as possible – we're looking for pixel perfection.
- You're free to do any kind of transitions between the frames you want – make it smooth and cool.
- Animate the text however you want. It should be easy to read, and it's always nice with in/out animations.

# What we're looking for

Once you've submitted your test work to us we'll have a careful look at it and pay special attention to the following:

- Overall impression: The quality of animations, transitions, flow, and timings.
- Pixel-perfect-ness: The banner should look like the PSD. In other words, check position and scale of images, the typography should be the same, no weird glitches, or ugly stuff.
- Ambition: Creativity and complexity of animations.
- Code quality: We're looking for sleek, tidy code that does what it's supposed to.
- Organisation: Name stuff in a consistent way, comment your code, organize assets in subfolders, etc. It should be easy for another developer to understand how you've built the banner and how to change stuff.

Frame 1



Frame 2



Frame 3



Frame 4



Frame 5



# Assets

PSD files, JPG's, fonts, etc. can be downloaded [here](#).

*([www.bannerboy.com/downloads/BBTest\\_Mini\\_V1.zip](http://www.bannerboy.com/downloads/BBTest_Mini_V1.zip))*

# The basics

- In frame 1-3, the background color changes as well as the copy text. Use any kind of transition/animation you like.
- In frame 4, animate the logo in and out.
- In frame 5, it should be possible to change the color of the car by clicking the colored squares above it.
- The button in the bottom left corner (“Explore now.”) should have a nice rollover (hover) animation.
- The duration of every frame should be somewhere between 1-3 seconds – long enough that you can comfortably read the copy text, but nice and snappy with a good flow.
- The banner doesn’t need to loop, it can stop on the final frame.

# Step it up!

If you really want to impress us, add some flare to it! Here are a couple of ideas for what you *could* do:

- Make the car drive (animate the wheels, chassi, lights, etc.)
- Get really creative with the copy text animations and the background color transitions.
- Put some shine, flares, sparkles, glow, or any other kind of magic on that big logo.
- How does the car appear in the final frame? Maybe it falls from the heavens, drives in, or who knows?



# Final words

This assignment is not about staying true to the MINI brand or following our instructions precisely. It's about being imaginative, showing off what you can do, and having fun!

# Good luck!

We hope you enjoy the work!

*Bannerboy*