



**Haulio Pte Ltd**

## Front-end Design Team Technical Test

**Instructions to Candidate:**

1. This test paper comprises **EIGHT (8)** printed pages, including this page.
2. Please submit your question to Github or Gitlab repo with a README showing the screenshots of what you have done.

## Project

FarmFresh is an online supermarket offering a huge range of grocery products with deals and exclusive promotions. Its catalogue includes fresh groceries, household essential, and specialty products. FarmFresh also offers lifestyle tips to educate their target audience on the importance of healthy living.

Our eventual goal is to provide a dynamic and clean interface for the use across different screens to make the customers happy with the portal.

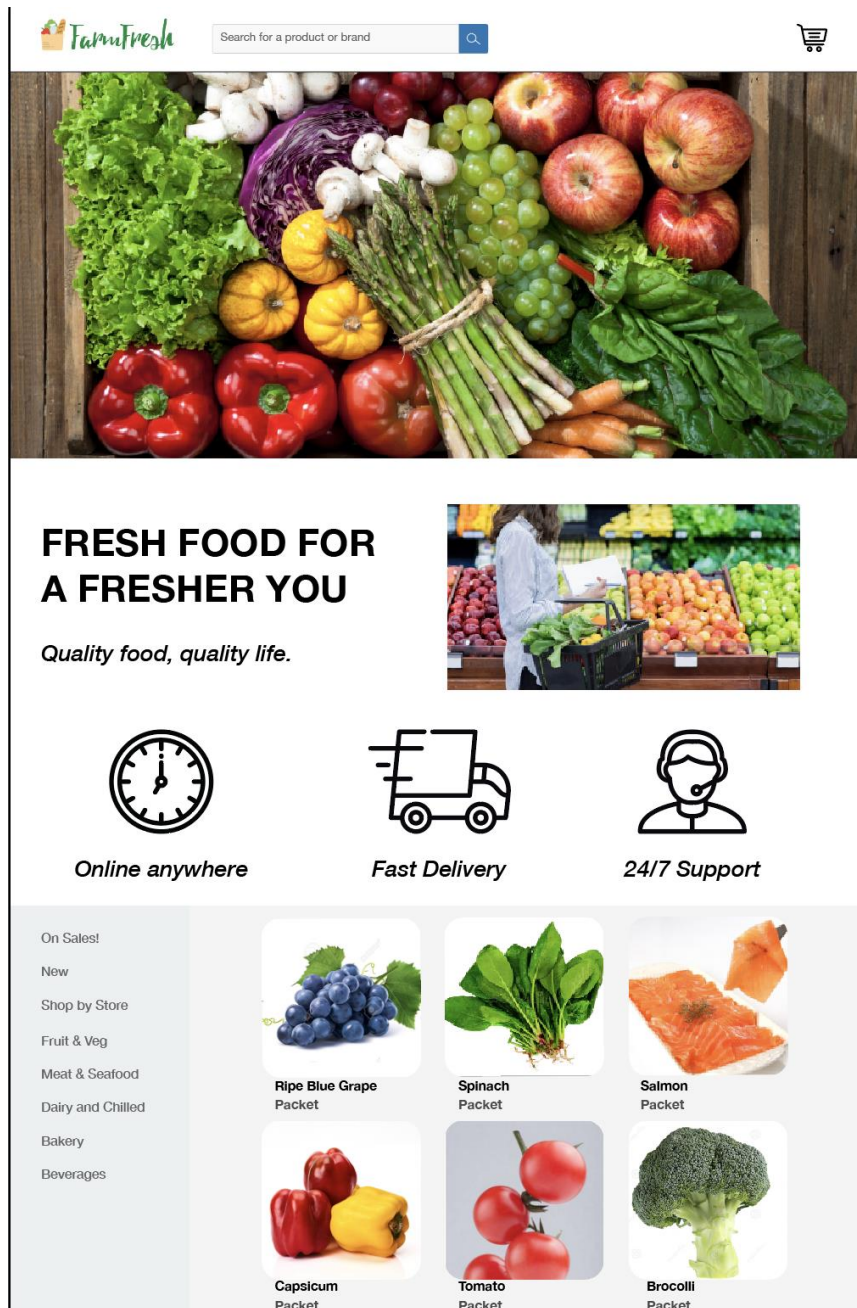
However, we would like to create a Proof-Of-Concept (POC) version of the portal to test our ideas with some of the customers first. Since it's POC, you need to deliver the requirements stated below.

## OVERVIEW

FarmFresh website consist of three main screens.

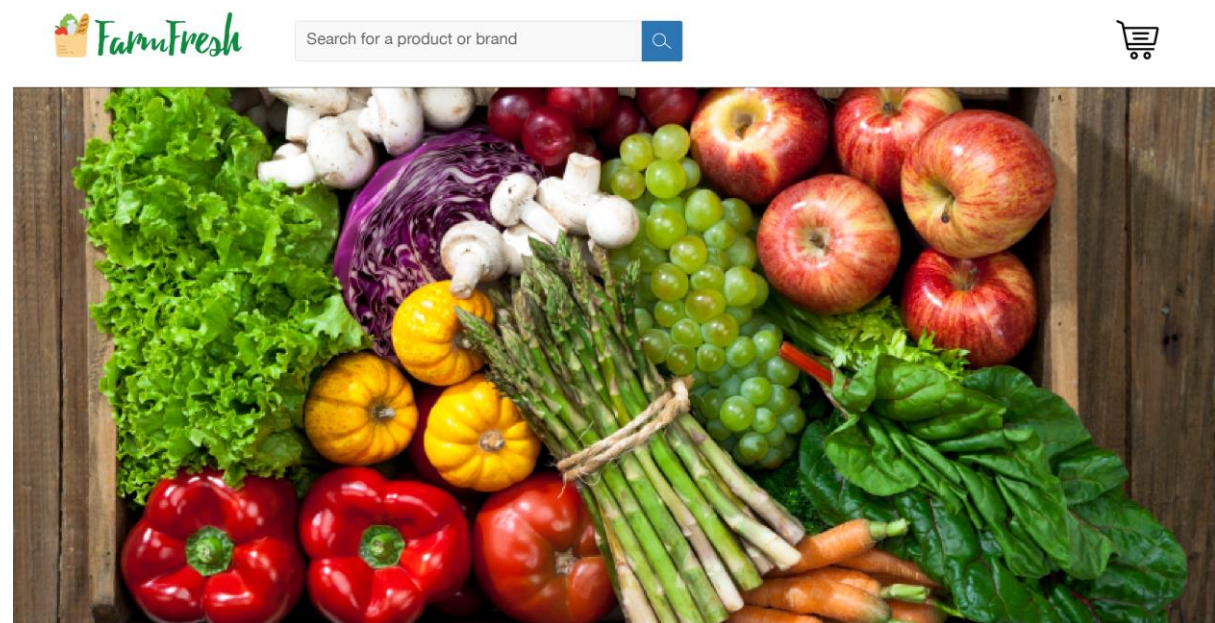
1. Landing Page
2. Promotional Page
3. Shopping page

Resources for this project can be found at: <http://bit.ly/frontend-test-resources>



## Page 1: Loading Page

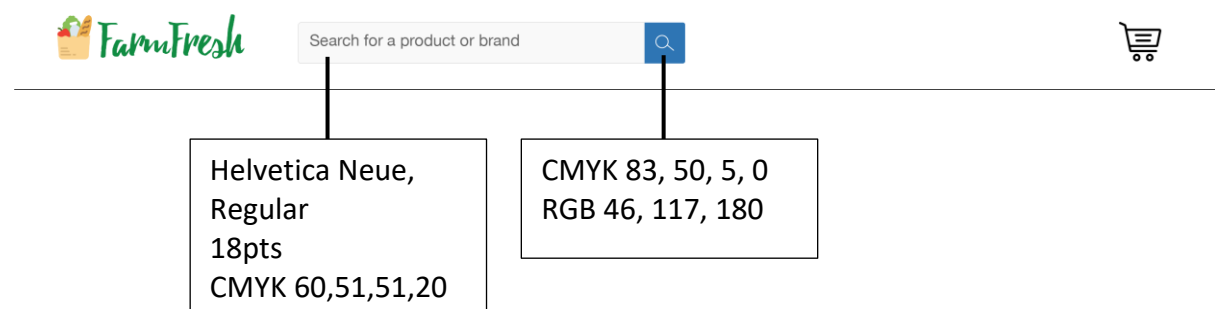
When the users first load up the screen, they will be presented with a header that consist of the branding, search field, and a loading page image.



User Interaction: User can scroll down this page to the 'next' screen

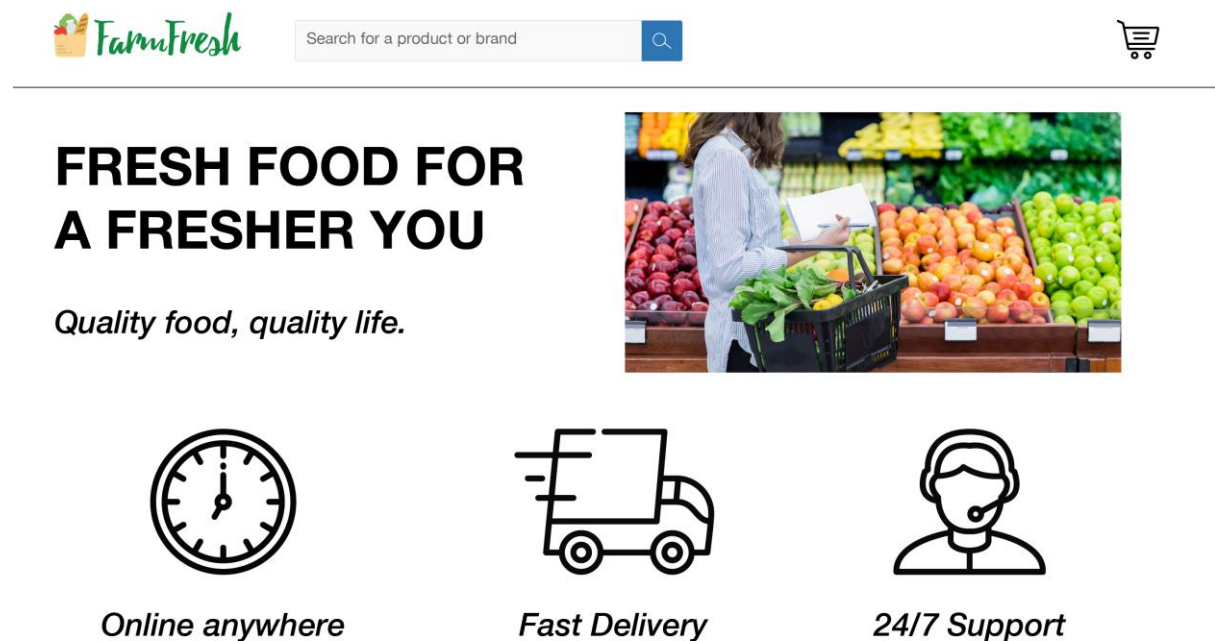
User Experience: Parallax Scrolling - The next screen is pulled up, with the two rolls of text appearing in a staggered timing. Refer to "Gif 1(Landing Page Scrolling) .gif" in the resource folder for the visual representation.

## HEADER



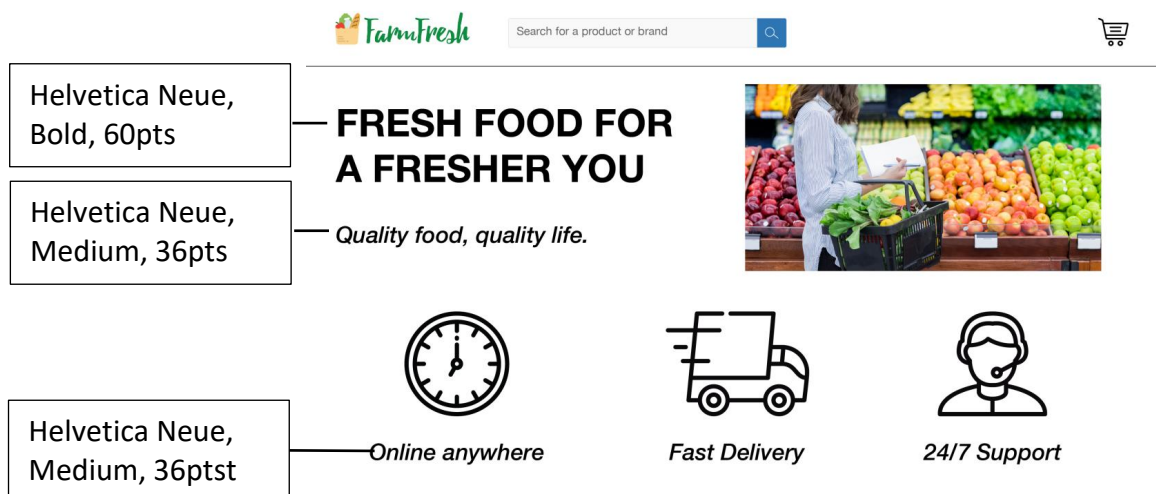
## Page 2: Promotional Page

Upon Scrolling to the second page, they will be presented with a Promotional Page that FreshFarm used to convince the user why they can trust their service.



User Interaction: Nil

User Experience: As per Gif 1(Landing Page Scrolling), you will notice that both rows of items appear at a staggered timing in line with the user's scrolling.

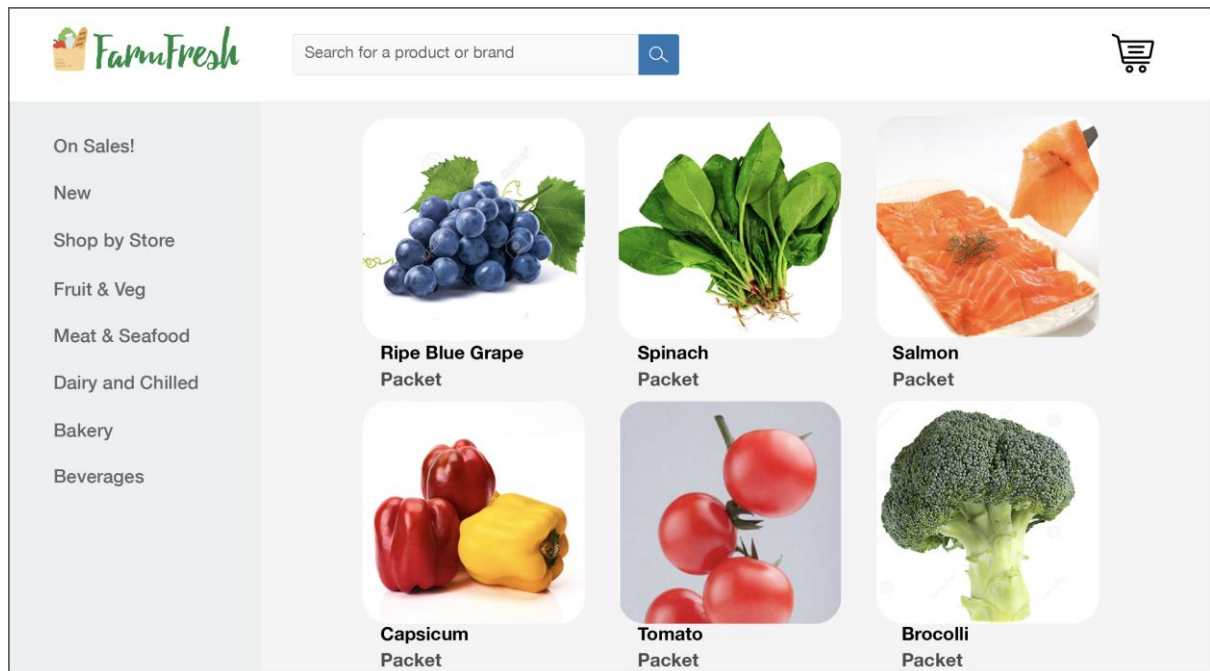




## Page 3: Shopping Page

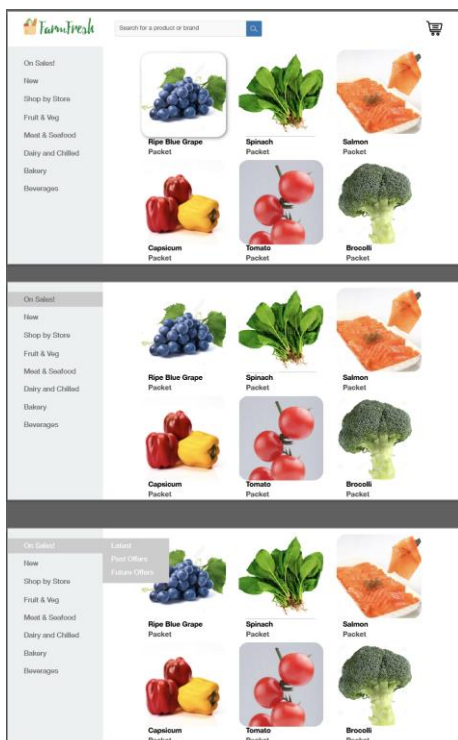
Page 3 is where user can come to select the item that they one.

As a user, they can select the item that they want, click on it to get more information and use the side bar to navigate them to another page of the website.



User Experience: NIL

User Interaction 1:

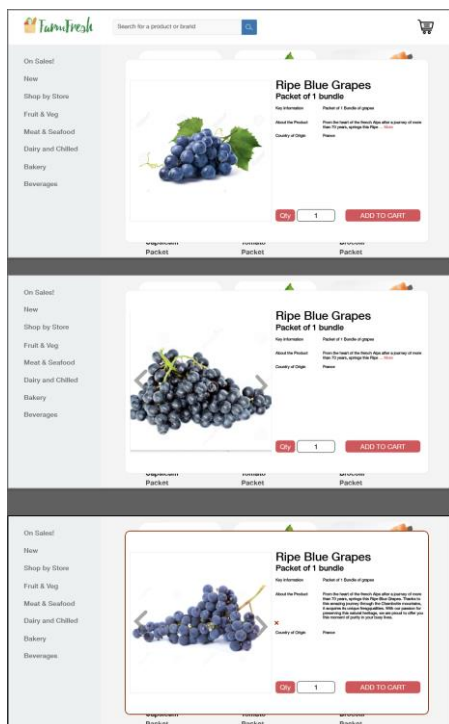


When the user mouse over a food item, there will a shadow element appearing underneath it.

When the user mouse over the side bar, the word will be highlighted.

When the user clicks on it, the menu will be expanded, with the characters in the subtext turn white.

## User Interaction 2:

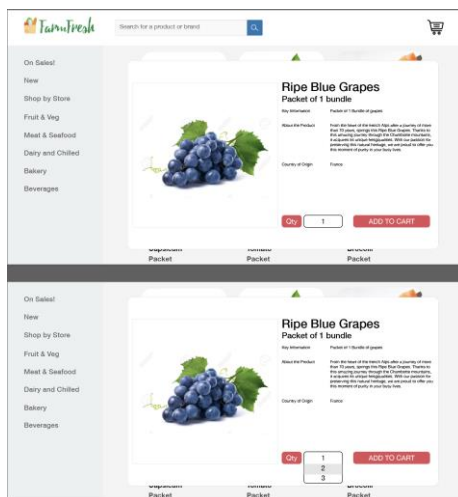


Upon selecting a food item, there will be a pop-up modal with detailed description of the food item together with an option to make purchase.

User can click on the image and a directional arrow will appear, allowing them to navigate to see more image.

When user clicks on the '...more', the complete description of the item will appear.

## User Interaction 3:



User can select the amount of quantity that they want, allowing them to select the number of quantity before adding to cart.

