Sequel Media Group Test

**Objective:** Using the supplied assets and directions, create a simple one-page website that is responsively-designed and contains simple light-box functionality

**Notes:** For examples of how the completed project should look, check out the **assets/examples** folder.

**Directions:** There are three breakpoints to work with. They are:

• Smaller than 600px

• 600px – 1000px

• Large than 1000px

You can find examples of how the final product should look in the **assets/examples/end\_result** folder

Place all of your HTML in the provided **index.html** file. Place all of your CSS in the **/assets/css/style.css** file. Additionally, you may opt to use SASS/SCSS to style your test. Please refer to the “**If you decide to use SCSS”** section for more information. Place all of your javascript in the **/assets/js/script.js** file.

In addition to recreating the layout, code your own lightbox-esque javascript plugin. This plugin should:

• Create the markup needed for a lightbox

• Fade in a lightbox when one of the images is clicked

• It should also fade out when either the ESC key is pressed, **or** the user clicks on the overlay (black background behind lightbox in example pictures)

• Dynamically display the correct image in the lightbox based on which image is clicked (click image 1, show image 1 in lightbox; click image 2, show image 2 in the lightbox, etc etc)

• Be centered horizontally and vertically

• Replace the description with the clicked image’s **“alt”** attribute.

*• See the* ***assets/examples/lightbox\_overlay*** *folder for examples*

**Questions:** Please don’t hesitate to reach out with any questions on the test

**Timeframe:** You shouldn’t spend more than an hour or two on this test.

**Resources:** You may use any online resource you find you need.

**If you decide to use SCSS:** A SCSS folder has been set up in **/assets/scss** and contains five files:

• style.scss

• File all of your SASS/SCSS code should go in

• \_variables.scss

• File containing all variables to be used in recreating the design. A set of defaults has been provided for you.

• \_mixins.scss

• File all of your mixins should go in

• \_helpers.scss

• File containing a set of helper css rules to be used in normalization.

• \_normalize.scss

• File containing a set of helper css rules to be used in normalization.

A config file **config.rb** has been provided to allow you to use Compass as your compiler. If you opt to use a different compiler, do not include “**compass/css3**” in your **style.scss** file and let us know which compiler you used.

**Cross-browser compatibility:** For the purposes of this test, feel free to use a modern browser, and only one specific version (please specify which browser you chose so we can use that to view your result).

**Bonus points**: Additional points will be scored for following any/all of the following:

• Your website works across multiple browsers (i.e. you’re using semantic HTML, standard CSS supported cross-browser, JS, etc)

• You use Vanilla JS (no jQuery)

• You’re able to expose only necessary javascript variables to the global scope (HINT: if you were to distribute this, what variables would/wouldn’t be important to end users?)

• Use the best/most appropriate language for a desired functionality (i.e. CSS for styling, JS for DON manipulation, etc). (HINT: what should control the fading operations of the lightbox plugin?)