

The goal of this project is to give you an opportunity to show off your strengths. Our prompt below is intentionally open-ended: we want the best possible insight into your abilities.

### **Project Brief**

Take a photograph of an object in the real world, and create it using HTML, CSS, and JavaScript. Your project should include a level of interactivity requiring the use of JavaScript. Photo-realism is accepted but not required.

### **Project Rubric**

- **Try to spend about three hours on your project.** After three hours, feel free to describe next steps in a readme. Focus on writing a small amount of excellent code, rather than a large amount of poor code.
- Be imaginative. We want to see your creativity.
- Focus on the front end. A strictly client-side app is preferable, a basic static server is permissible.
- Play to your strengths. Given the time goal, prioritize the parts of the project that show off your talents. After you've hit three hours, feel free to put your next steps in your readme.
- **Submit your project as a .zip, including a readme with build/usage instructions and the photograph.** If you decide to host your app somewhere, provide a link to the demo in your readme.
- Please write vanilla JavaScript. Avoid opinionated component frameworks and animation libraries, such as React, Angular, PixiJS, etc. We'd like to see you choose to organize your code. You may, however, use module loaders and helper libraries, such as Lodash/underscore, if you choose.

Your submission will be evaluated based on the following metrics:

**Code Cleanliness:** Write clean code that adheres to standard conventions. Be consistent and intentional with naming and documentation. Write legible, extensible, DRY code. Comment where appropriate. Demonstrate skillful use of advanced language features.

**Program Structure & Design:** Sensibly divide your code into modules and files. Keep module interfaces simple and easy to understand. Abstract functionality where appropriate, and use appropriate data structures for storing data.

**Program Robustness:** Your submission should not be fragile. Edge cases should be considered and handled appropriately.

**Creativity:** Our developers are equitable partners in the creative process. Your submission should illustrate your comfort with open-ended briefs, attention to detail, and skillful execution towards a vision.

**Performance:** Your app should adhere to best web development practices, and architectural decisions should reflect an understanding of how the browser renders content.

The following will not affect the evaluation of your submission:

**Cross-browser compatibility:** While important for production code, modern development practices can generally transpile and polyfill missing features for non-modern browsers. Therefore, for this project, any app that runs well in the latest version of Chrome or Firefox is acceptable.

**Relevance to Squarespace:** Your project will be evaluated on its own merits. There is no need for it to relate to any of Squarespace's products, and incorporating any Squarespace products, designs, or patterns will not improve your project's evaluation.

**Code Style:** Your code *will* be evaluated on its consistency, readability, and cleanliness. Your specific stylistic decisions, however, will not impact your evaluation unless they are inconsistently implemented. For example, you may choose to declare multiple variables on a line or declare them separately, as long as you do so consistently throughout your app.

A note about project ownership:

Your submission and code belong to you. We will never use or show your work beyond what's necessary to conduct our internal evaluation process. We hope you create something you're proud to show. Feel free to open source the code and/or host it publicly. However, we ask that you refrain from referencing Squarespace or revealing our interview process.