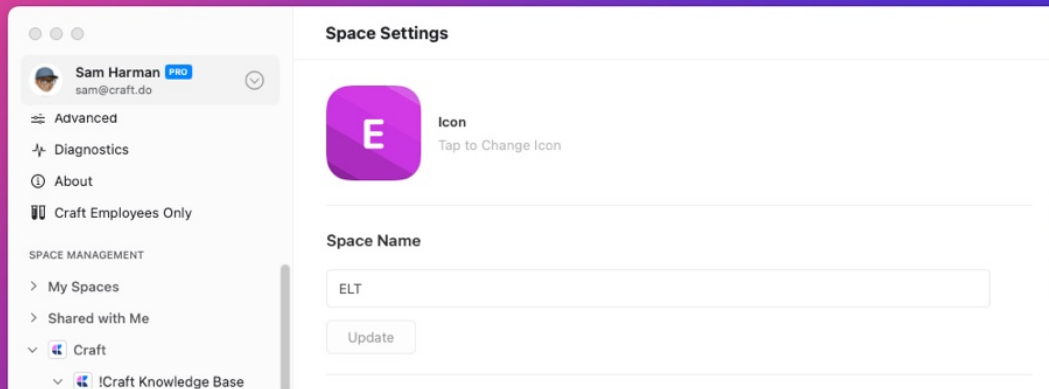# Craft iOS Coding Challenge

We would like you to design and build a component which makes **changing the logo for a team space more delightful**. The current functionality defaults to a stylised initials on a coloured background based on the name of the space which cannot be changed, e.g. A space named "Talent Acquisition" has the logo "TA" on a coloured background, which users can replace with an image of their choice. We would like to build a component which allows some control over the stylised initials, as well as replacing with an image, perhaps allowing previously used images in a 'recently used' section. We also envisage eventually being able to re-use this control to change account profile pictures.

> NB: You can see how we have tackled a similar problem to this when changing the page background of a Craft document.

It should be possible to select a new image to upload to Craft from a relevant place relative to the device you are on, e.g. the Camera or camera roll, or photos app on macOS. It would also be nice to have functionality to resize / crop the logo, as well as see how it appears in the target destination, e.g. Rounded rect for space logo, and circular for profile picture.

There is no design to follow or implement here as it reflects the kind of flexibility / product engineering you might be required to do at Craft.

The user will click on the icon below 'Space Settings' to launch the control that you are going to be building.

Helpful Pointers

▶ What kind of solution do we expect?

- Please try and build this as if it could be dropped into the Craft App - but **please be assured we will not use this code in our product.**
  - Consider things you may have learnt about the technology stack so far, e.g. use of certain technologies, focus on certain qualities, etc.
  - The codebase this will be incorporated into does not use SwiftUI.
- The Craft app is also a Catalyst app so please consider all three platforms and how you will support these in your component.
- In the app we are utilising manual layout heavily, so it would be a huge plus, if you could use that in your own solution as well.
- Try to match the depth and quality of experience that you see in Craft, e.g. light / dark mode support, attention to detail, design elements, etc
- You don't *need* to actually upload the image anywhere, but include some details about 'how' you might do this in the real product.
- Use your product thinking to consider where the images might come from, what constraints might need to be applied, and what other functionality might be nice to include in a component like this.

A note on third party libraries…

It's perfectly ok to use third party libraries, but please understand here we are trying to assess how you might work in the real world. At Craft we are very selective about third party code we choose to embed in our product, for example closed code third party libraries are a big no. We will also want to understand your reasoning behind choosing any libraries.

If you choose to use a library for the purpose of time saving, but wouldn't necessarily use that library for production, please make this clear.

Written overview

As written communication is just as important at Craft as verbal communication, we would like to ask you to do a detailed written overview in a Craft document about your solution:

- Explaining the architecture on a detailed level
- Listing the known limitations
- Identify the potential next steps in order to 'productionize' your solution

Deadline

You'll have **5 days** to complete the challenge. Of course, life is life, and anything can happen which blocks you to keep this deadline, so please let us know if you need more time with it, we can be flexible with it.