

🚀 TelemetryTrade – High-Performance Token Trading Interface

TelemetryTrade is a modern, high-performance web trading interface designed to show real-time price movement of crypto tokens. Inspired by the Axiom Trade Token Discovery Table and built to meet the demanding standards of low-latency traders, the project is architected with strict performance, scalability, and accessibility principles in mind.

🏢 Company

TelemetryTrade is your take-home assessment for a frontend developer role in a high-speed trading environment. Focused on UX performance, real-time data, and pixel-perfect design, the app demonstrates your ability to deliver production-grade code with modern tools.

Inspired by startups like **Axiom Trade** and **Eterna**, the goal is to build an institutional-grade trading UI in a limited-time window.

◆ Features

- Pixel-perfect recreation of Axiom Trade's token discovery table ($\leq 2\text{px}$ diff)
 - Fully responsive down to 320px width with mobile-first optimizations
 - Real-time WebSocket price updates and animated row deltas (smooth green/red transitions)
 - Sortable, filterable, and dynamic token table with live hover effects and modals
 - Loading states including skeleton, shimmer, and progressive loading
 - Performant rendering: no layout shifts, $<100\text{ms}$ interactions, virtualized rows
 - Visual-regression test compatible (e.g., Percy, Chromatic)
 - Lighthouse ≥ 90 on both mobile and desktop
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⚠️ Downsides (Limitations)

- Data is mocked (no real trading)
 - Not production-connected to live chain APIs
 - Charts (e.g. tradingview) are placeholders unless added as a bonus
 - WebSocket server currently runs locally (not yet deployed cross-server for Vercel)
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💧 Extras (Optional Bonus Additions)

- Framer motion for smooth animated transitions
- Token preview charts with Recharts or TradingView widgets
- Token state persisted via Zustand or URL params
- Full keyboard navigation & ARIA roles for accessibility
- Search & deep-link filters, user-configurable columns
- Deployed WebSocket server (e.g. Fly.io or Railway)

🌐 Web Fundamentals

- **Frontend:** Next.js 14 (App Router), TypeScript (strict mode), Tailwind CSS
- **State Management:** Redux Toolkit + React Query
- **UI Components:** Radix UI / shadcn/ui / Headless UI
- **Streaming:** WebSocket (Socket.io-client mock)
- **Table:** Virtualized row rendering for 10k+ rows with no lag
- **Performance Tools:** Lighthouse, memoization, lazy-loading
- **Testing:** Jest + React Testing Library
- **Architecture:** Atomic Design (Atoms → Molecules → Organisms → Templates)
- **Styling:** Tailwind, utility-first, no inline styles
- **Documentation:** README, code comments, clean commits

```
# Core Libraries to Install
npm install @reduxjs/toolkit react-redux @tanstack/react-query axios socket.io-client @radix-ui/react-popover @radix-ui/react-tooltip tailwindcss @shadcn/ui class-variance-authority clsx framer-motion react-virtual
```

📦 Deliverables Overview

Deliverable	Requirement
📁 GitHub Repo	Clean commit history, public repo link
🌐 Vercel Deployment	Live running demo of app
🎥 YouTube Demo	1–2 min public walkthrough of features
🛠 README.md	Architecture, setup steps, tech decisions

All deliverables **required** for completion.

🎬 YouTube Demo Guide

Your demo video should include:

1. App load → skeleton screens
2. Table → hover effects + sorting + tabs
3. Real-time price updates with transitions
4. Mobile view at 320px
5. Quick code walkthrough (optional)
6. Deployed Vercel link in description

Make it **public**, 1–2 min max.

🛠️ Project Roadmap (24–48 Hour Scope)

- ⌚ PHASE 1 – Setup & Architecture
 - 1. Initialize Next.js + TS project
 - 2. Configure Tailwind, shadcn/ui, ESLint, Prettier
 - 3. Add folder structure (Atomic Design)
 - 4. Setup Redux Toolkit and React Query
- ⌚ PHASE 2 – UI Construction
 - 5. Build pixel-perfect token table
 - 6. Implement tabs: "New Pairs", "Final Stretch", "Migrated"
 - 7. Add sorting, row hover effects, modal on click
 - 8. Build UI with Radix + Tailwind ($\leq 2\text{px}$ diff)
- ⌚ PHASE 3 – Real-Time + Loading States
 - 9. Mock WebSocket server to push price updates
 - 10. Smooth animated deltas on price changes
 - 11. Add skeleton, shimmer, progressive loading
- ⌚ PHASE 4 – Performance & Mobile
 - 12. Virtualized table (without layout shifts)
 - 13. Responsive view for 320px (horizontal scroll)
 - 14. Lighthouse score tuning ≥ 90
- ⌚ PHASE 5 – Deliverables
 - 15. Push code to GitHub (clean commits)
 - 16. Deploy app to Vercel (WebSocket fix)
 - 17. Record 1-2mi YouTube demo (public)
 - 18. Finalize README w/ screenshots + architecture

📁 Folder Structure (Atomic Architecture)

```
src/
  └── app/
    ├── page.tsx
    └── layout.tsx
  └── components/
    ├── atoms/      # Buttons, badges, icons
    ├── molecules/   # Rows, modals, lists
    └── organisms/   # Token table, filters
  └── features/
    ├── token-table/ # Redux slice, hooks
  └── hooks/        # Custom queries, WS hooks
  └── lib/          # Utils, constants, API
  └── store/        # Redux config
  └── types/        # TypeScript types
  └── styles/       # Global styles
```

Development Commands

```
# Install dependencies  
npm install  
  
# Run development server  
npm run dev  
  
# Run tests  
npm run test  
  
# Lint code  
npm run lint  
  
# Build for production  
npm run build
```

Performance Checklist

- No layout shifts (CLS = 0)
 - First render < 1.2s on 3G
 - All interactions < 100ms
 - Lighthouse > 90 mobile/desktop
 - JS bundle < 200kb (unused removed)
 - WebSocket client reconnect on fail
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Contributing & Support

Clone this repository, install dependencies, and start building! For bug reports or feature suggestions, open an issue on GitHub.

License

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