Mobile Coding Challenge

The goal of this challenge is to give you an opportunity to show us what you know and how you would work in a real-life project with real-life behaviours.

Introduction

Your local movie theater wants to make things a bit more interesting to attract the younger audience.

To do this, they came up with the idea of building a mobile application so users can see which movies are available to watch, leave reviews, build a community, etc.

They have commended you with the task of building such app. Since it's a first version to test if it's a good product or not, they have chosen a few features to build first and then see what happens.

Since they don't have a backend service, the first version of the application will be built using the public api https://developers.themoviedb.org/3
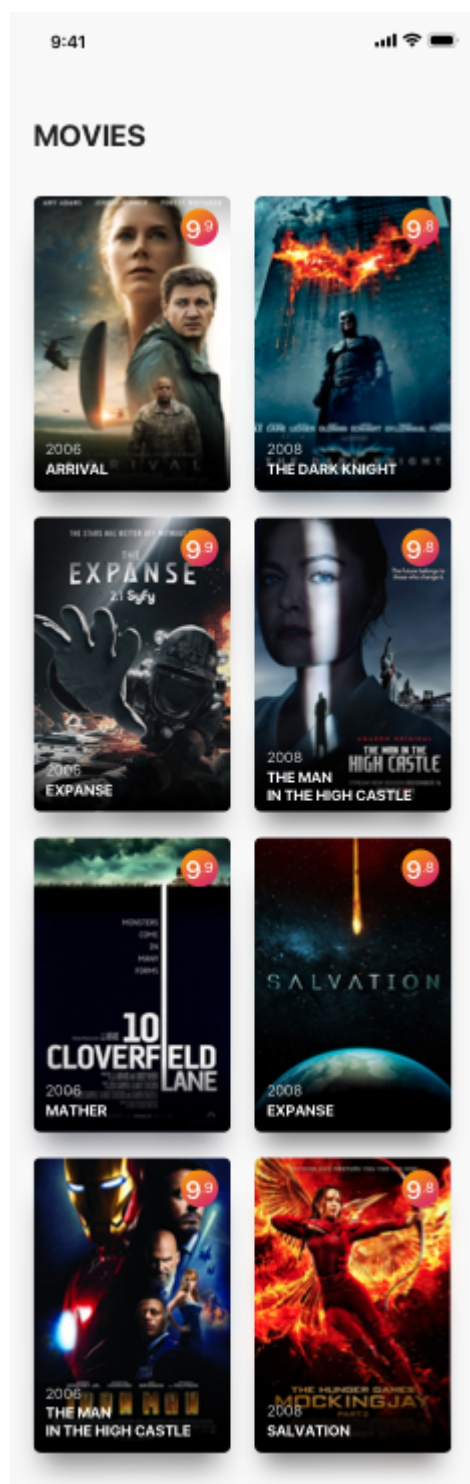
Features

The key features of the application will be:

1. Discover

After opening the app, users should be able to see a list of movies suggested by the app sorted by popularity.
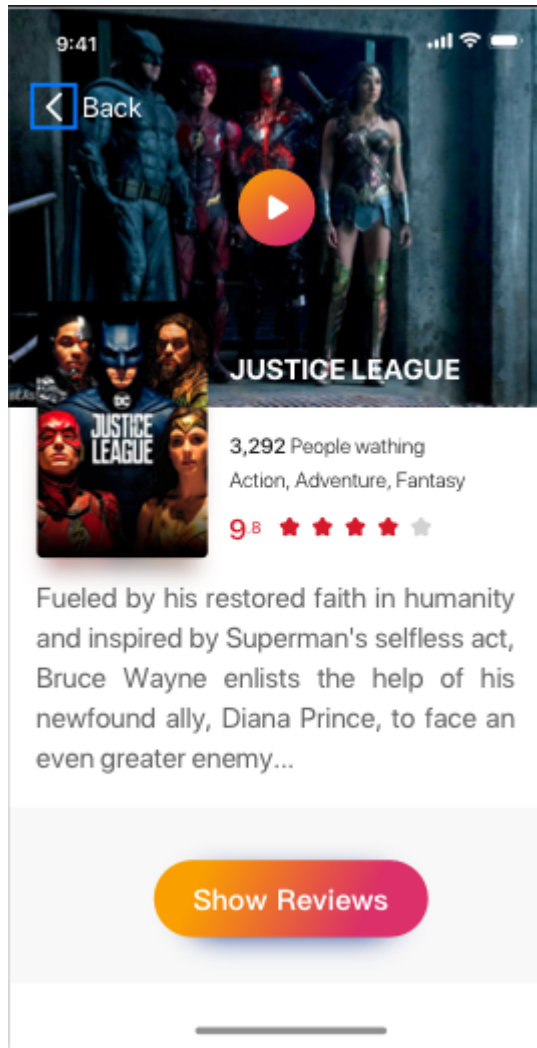
- API endpoint: https://developers.themoviedb.org/3/discover/movie-discover

- Design reference (available on assets folder):

2. Movie details

Users should be able to access the details of the movies displayed on the discover section.
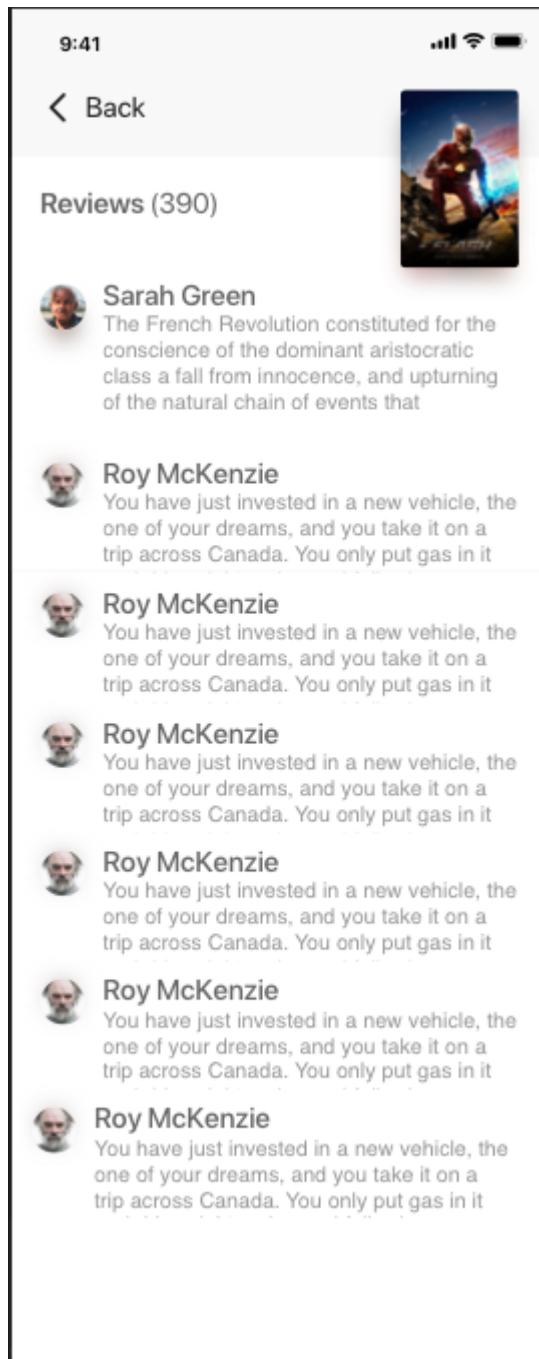
- API endpoint: https://developers.themoviedb.org/3/movies/get-movie-details

- Design reference (available on assets folder):

3. Movie reviews

Users should be able to see a list of user reviews for a specific movie.

- API endpoint: https://developers.themoviedb.org/3/movies/get-movie-reviews

- Design reference (available on assets folder):

Deliverables

As with any project, the client expects the following deliverables:

- The project's codebase delivered somehow (you pick).
- Anything else you consider is important for understanding the application.

FAQ

- Do I need to add tests?
  - Tests should be added. Test what you consider important in a mobile application.
- Do I need to follow the designs?
  - The provided designs are just a guideline to give you a reference. Feel free to build the UI as you like. If you find there's something better, we encourage you to do it.
- Do I need to use some specific libraries?

- No, build the app with the tools you prefer, there are no limits.
- I'm doing the challenge on react-native, does it need to support both platforms?
  - Yes, that's the fun point of react-native 😄.