Citrusbyte Frontend Prototyping Exercise

Overview

Thanks for doing this prototype. I hope you have fun and please feel free to ask questions at any point.

This will be a simulation in which we will play the role of your client.

You will be implementing a prototype for a web app called “Honesto”. This app is a tool that allows people working together to give feedback to each other.

The app allows a company to define a list of questions, and then assign a team member to answer that set of questions for other team members. The answers to those questions then get shared automatically with those team members.

Client Brief

As your client, we are hiring you for a couple of days to work with us on implementing a proof of concept of this application.

We realize this amount of time is not enough for you to carry out our entire vision of what the app will be. So we will be looking to you as our engineering consultant to help us understand what can actually be implemented in the time you have available.

As your client, our desire is that you implement something that has enough features so we feel like we can try out the app ourselves and determine whether this is something we should invest into building completely or whether it’s not a good idea to pursue.

The initial proof of concept doesn’t need to be extremely polished and in fact, we would like to prioritize functionality over fidelity. But the implementation needs to look clean and professional so we are able to demo it to our coworkers. Our reputation depends on the impression this PoC causes on others.

This means that we will give you our vision for what the final product should be like, what we think the full app could be. But we are looking to you to determine what the right solution, the right scope should be with the time you have available for the initial PoC.

We need you to make a plan to determine what the requirements should be, what features you will include on your work, what the priorities for those features should be.

We will collaborate with you each step of the way. We will explain what we expect of the product, what things are most important to us. But we expect you to lead the way and define a process that works for you and let us know how we can help.

Finally, once we agree on a plan together, we need you to execute your plan and deliver a working application we can test on our browsers.

Here are the designs we've made so far:
https://www.figma.com/file/0502uQRIymsq7BEQBhid91bV/Untitled?node-id=0%3A1

The Exercise

You will have **up to 16 hours** to work on this exercise. We won't monitor the time you spend, but we ask that you do try to stay within that time frame.

The scope for the complete web app that this fictitious client wants is much more than what we think you would be able to implement in only 16 hours.

This doesn't mean you need to do everything!

Part of the exercise will be for you to make a plan for what can actually be implemented in the time you have.

The amount of work you think can be done in a couple of days is precisely one of the things we want to learn about you on this exercise.

We also want to know what requirements you will want to prioritize. You can think creatively and even change the requirements if you want, just talk to "the client" and

collaborate towards a solution that you feel strikes the right balance between being **pragmatic** and still delivering something that feels **high quality**, made by experts.

Think of this as the first “small sprint” for the frontend implementation for this proof of concept the client wants to make.

In this exercise, you will work on this first sprint, defining what the first deliverable for the client will be, negotiating that scope (what features to include or leave out) and then executing that plan and delivering working software at the end.

To summarize, your mission consists on the following:

1. Review the client brief.
2. Review the high fidelity designs provided by the client.
3. Talk to the client (on Slack or on a call, let us know what works best for you) and ask any questions you may have about the product, the requirements, priorities, etc.
4. Make a plan for what you think you can implement with the time you have.
    a. Get our input on your plan too! We want this to be a collaboration so we discover together what the right deliverable should be.
    b. Make sure we understand your plan fully and have clear expectations for what you’ll be working on and what you’ll deliver.
5. Start the implementation!
6. Keep us posted on any obstacles, questions or concerns you may have as you work on this. If the plan needs to change, that’s fine, but let us know so we adjust our expectations as your client. (e.g.: if you tell us at the end “oh I couldn’t do this in time” that’s worse than if 1 day before you explain any obstacles you find and reset our expectations)
7. Let us know when your deliverable is ready.

The deliverable

By the end of the 16 hours:

- You will deploy your application anywhere you’d like, and send us the link to it, so we can test it on our browsers directly.
- You will upload your code to a GitHub (or equivalent service) repository and send us the link. The code itself will be much less important to us than the actual application, and

with this time constraint, we don't expect your code to be elegant, efficient and polished. But we're still curious to see what you wrote, what tools you chose, etc.

- You will provide us with a small README, document or GitHub Gist detailing the things you couldn't complete in time (if any) from your plan, and what things you would have done differently had you have 1 week to work on this deliverable instead of just 2 days.