Fullstack Assignment - JS/TS

I want to become better at my Hobby. Eg - Chess, Poker, Guitar, it could be any. But do I really need to learn ALL techniques & become pro in it? Obviously, no.

So, I don't want to go on YT & spend endless time searching for the right videos. I might get information overloaded & leave the hobby entirely. **A mixed playlist of videos/audios and reading content** for just 5-8 techniques as per the level I want to achieve should be good enough. And as I am mastering a technique, I can keep checking that technique off my list. Or strike out a particular one from my list if I realise I don't like it or find it difficult. **And track overall progress.**

Can you my save time & simplify any kind of hobby learning by:

Evaluation criteria:

You get points for,
+ Figuring out full flow with intuitive UX. Implementing a nice UI (UI quality and responsiveness)
- **Focus on UI and UX in the assignment.**
+ Mobile/Desktop UI patterns (eg, bottom sheet in mobile vs modal in desktop)
+ LLM chain for thinking & making a learning plan
+ Proper github commits & README
+ Good code quality - variable naming, atomic, modular and extendible
+ Good testing
+ Using AI to generate some code is ok but as long as your tech skills can be evaluated
+ **Bonus** - any X-factor in product(gamification, delightful elements) or in tech(can run on both mobile + desktop).
+ Optimal base bundle size (if you are using heavy libraries, see if they can be defer loaded)

Note:

75% weightage to Frontend (do not copy design/UX from vibe coding, it's ok to take ideas though from ChatGPT or the likes, but overall idea is that implementation should be your own, with some allowed usage for AI IDEs)
25% weightage to Backend

Idea Inspiration:

You can think of your own ideas or discuss with Chatgpt for ideation.

While this assignment is dated in April 2025, we recently came across https://oboe.fyi. You can also use this as an inspiration. This platform is about generic topic learning and our assignment is about hobby learning, but it will give you some nice ideas.

Design Inspiration:

You can take design inspirations from Dribbble - give due credits in github README.md. You can message me the link to your design inspiration before implementing it.

Submission:

You may take 3-4 days.
Quality is very important for your selection. If you think 1 to 2 more days can help you crack the submission, please discuss this, you might get extra days.

Early submission: Try to submit an early version fast for a quick review on pre-evaluation. This will ensure you are going in a good direction. Can discuss this on whatsapp/email.

Final submission: Email your deliverables - demo link(vercel/netlify), github link at aseem@superkalam.com with subject line **'Open assignment for fullstack - Your Name'.**

Code access: Github ids - aseem2625, kartik4152
Repository must be private until the evaluation. Later it's your choice.

Note: Do not mention "Superkalam" anywhere in your assignment. Have an authentic naming to your app since you completely own the project.

Some tips:

- Try the power of various tools available.
- ChatGPT for ideation.
- You may cut down non essentials, like signup.
- Focus on important flows.

Clear Rejection Rules:

Rule #1: Apps made using vibe coding / cursor without knowledge won't be eligible for our engineering role. Your code should reflect your architecture/ quality clearly. If there are 10+% pieces of code which are written using cursor and if you are not aware of it, then it will be considered as a violation of assignment.

Rule #2: Understand the difference between AI assisted engineering vs Vibe coding. It's the same as hiring you vs taking another subscription of cursor.

Rule #3: It's your submission, your code, and your ownership of code quality. Blaming AI won't help you in the final submission if something doesn't work. A simple way to verify this is - **do a self code-review.**

All the best!