



# TAKE-HOME CODING EXERCISE



## THANK YOU FOR ACCEPTING OUR CODING CHALLENGE!

Highspot's take-home, untimed coding exercise is designed to assess your software engineering skills in a low-pressure, fun, and objective way. During in-person interviews, we will also use your code as a discussion point.

# SUMMARY OF REQUIREMENTS

Your successful submission will...

- **Connect to the designated API to retrieve JSON data;**
- **Display a progressively-rendering grid of virtual cards;**
- **Use modern frontend technologies to consume the data and render your UI;**
- **Function on modern desktop and mobile browsers in a visually appealing way.**

**NOTE:** Card data relates to a collectible card game called *Elder Scrolls Legends*. Neither general nor specific gaming knowledge will affect your success here; we use this particular API because of its full suite of features, its implementation of filtering and imagery, and its excellent documentation. Additionally, our frontend team often works with REST APIs to turn raw data into beautiful UI so this exercise reflects a real-life scenario.

# REQUIREMENTS CHECKLIST

- ☐ Show results in a card grid format with the image prominently displayed.
- ☐ Each card displays: **Image**, **Name**, **Text**, **Set Name**, and **Type**. Additional fields are optional.
- ☐ Display a loading indicator when communicating with the API.
- ☐ Use a responsive design that accommodates, at minimum, desktop and mobile.
- ☐ Initially, fetch and display the first 20 results returned by the API.
- ☐ As the user scrolls down the page, load and append additional cards using “infinite scroll.”
- ☐ Retrieve additional pages of results as-needed but do not load more than 20 cards with each request.
- ☐ Allow the user to search for cards by **Name**.
- ☐ Use modern open-source web technologies to implement your solution (React, Backbone, Angular, Vue, Underscore, etc.).
- ☐ Provide instructions for prerequisites, installation, and application setup and build in a README file.

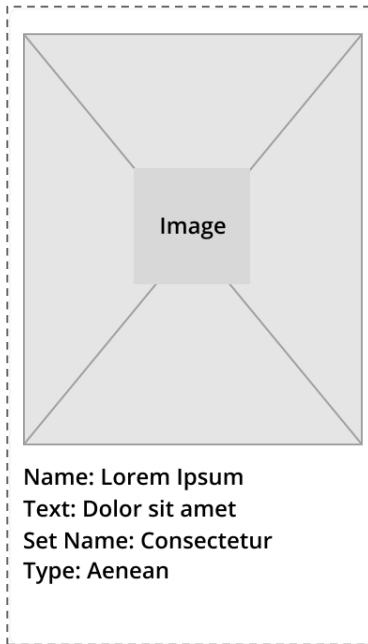
# IMPLEMENTATION RESOURCES

## PUBLIC API

- **Endpoint:** <https://api.elderscrollslegends.io/v1/cards>
- **Documentation:**
  - <https://docs.elderscrollslegends.io/>
  - [https://docs.elderscrollslegends.io/#api\\_v1cards\\_list](https://docs.elderscrollslegends.io/#api_v1cards_list)

**NOTE:** The Elder Scrolls Legends API is a free, third-party service built by an independent developer; it is not affiliated with Highspot, or with the intellectual property owners of Elder Scrolls Legends. Please help us use it responsibly.

## EXAMPLE CARD LAYOUT



# TIPS



- **Keep it simple.** Focus on meeting the core requirements. If you get stuck on something, don't stress — just do your best and make a note of any problems you encounter in your README.
- **Write team-friendly code.** Assume other humans will read, support, test, and build upon your code.
- **Readability is key.** Convey your intent with clear, organized code and with comments where appropriate.
- **Play to your strengths.** Show us what you're best at, or most enjoy (JavaScript? CSS? UX?).
- Your solution does *not* have to run in IE.

# EVALUATION CRITERIA

- ☐ Are all stated requirements met?
- ☐ Does the application successfully build and run?
- ☐ Is the code well-organized and easy to understand?
- ☐ Does the code reflect contemporary web development techniques?
- ☐ Are functions and variables clearly named to express their purpose?
- ☐ Was the solution visually appealing?
- ☐ Were any scope decisions, TODO items, and known issues called out in code comments or the README file?

# CODE SUBMISSION

When you're finished, choose one of the following methods for code submission:

- **Github (Public)**  
Publish your code to a public repo and send us the link.
- **Github (Private)**  
Publish your code to a private repo and invite us ([@hs-candidate-code](#)).







# THANK YOU!

**We look forward to seeing your work.**

We understand that you have a busy life and may be considering other opportunities, so we truly appreciate the time and care you've taken to complete our coding exercise. We promise to review your submission quickly and be in touch soon with next steps.

