

# Front End: Technical Test

## Welcome

Welcome to your Electronic Arts Technical Test.

The test should take approximately 2 - 3 hours to complete for the **Must Haves** section.

Please finish all the items outlined in the **Must Haves** section first, then try to tackle items in the **Nice to Haves** section if you have time.

If you cannot finish the test, please explain why as we are reasonable and realize people have time constraints.

## Elements

We are looking for a clean, lean, modern, cross browser solution.

- HTML
- CSS
- JS
- Responsive

## HTML

What we are looking for is HTML that satisfies the following:

- HTML5
- Valid
- Lean
- Semantic
- SEO friendly

## CSS

We would ideally like you to use SASS and Compass for this test. Please include the .scss files in the test package if you go down this route.

We would like to see a demonstration of the following, wherever you see fit:

- Nesting
- Mixins
- Placeholders
- Spriting

If you choose not to use SASS / Compass, we will be looking for lean and cascading CSS.

We expect you to leverage the powers of CSS3 where possible to avoid image usage.

We will expect the content area of your page to scale width wise with changing screen sizes as below (doesn't have to be the exact dimensions below just show that the layout is somewhat fluid):

```
#container-wrapper {  
  width: 86%;  
  max-width: 1000px;  
  min-width: 850px;  
}
```

## JavaScript

Please note the JavaScript "js" folder. We would like to see JS that is:

- Clean
- Well formatted and documented
- Best practices for variables, functions, etc.

For this test you will be using the [AngularJS](#) framework.

## Responsive

We would like to see examples of how the site will scale. There is no need to go to the media query level - just generally shrinking the browser by a couple of 100px.

- Scalable elements that can handle localised text of different lengths
- Combinations of sprites and CSS3 solutions to make robust elements that retain design integrity but don't break

## The Test

### Task

Your task is to write a responsive JavaScript application that allows a logged in user to search Github.com for other users' public repositories.

It is a pretty open ended exercise, so feel free to use any other JavaScript libraries you want. However, you **must** use AngularJS for this exercise.

## Requirements

### Must Haves

- Show a login box initially for a GitHub user to login with their username / password (basic authentication is fine), by utilizing the [github.js](#) library
- Form authentication for the login form
- Allow user to login using their GitHub credentials and displaying a message indicating login success / failure
- Look and feel implemented according to the design comp (refer to <https://github.com/ea-play4free/front-end-technical-test/blob/master/design/Battleworld-logged-out.jpg> for the login page design)

### Nice to Haves

- Once the user logs in successfully, they are shown a username search box with a search button, which will search GitHub for any username (<https://github.com/ea-play4free/front-end-technical-test/blob/master/design/Battleworld-logged-in.jpg> for the design)

- Once the search is clicked, the results should show a list of that user's public repositories with each item in an "name / number of watchers" format
- When a result is clicked, display an alert with the repository's id and the created\_at time
- Please note that subsequent searches for the same previously searched username should not trigger further requests (but the client should still see the previous results)

## What's included?

- PSD
- Folder of images (use as many as you see fit)
- JS libraries that need to be used (AngularJS 1.2.3 is included). Please include the JS libraries in the following order (in addition to any other JS files you may have added):

```
<script type="text/javascript" src="/js/underscore-min.js"></script>
<script type="text/javascript" src="/js/base64.js"></script>
<script type="text/javascript" src="/js/angular.min.js"></script>
<script type="text/javascript" src="/js/github.js"></script>
```

- To login using the github.js library, you should do something like the following (refer to <https://github.com/micrael/github/tree/v0.7.x> for more instructions):

```
var github = new Github({
  username: "YOU_USER",
  password: "YOUR_PASSWORD"
});

var user = github.getUser();
```

## Design

Please refer to the "design" folder for a PSD and 2 images of the logged in and logged out states.

## PSD

Please take the PSD that is attached as your design. Please note there is a logged in layer and a logged out layer in the PSD.

## Images

There is also a folder of images available to you to speed the process in the "images" folder. Please use the images in the sprite folder to create your sprite (preferably via SASS / Compass). You may cut new assets if you wish but it should be unnecessary.

## Deliverables

Please upload the assignment to your personal [GitHub](#) account and send that link to your recruiter. Include explanations (if any) in the README.md file.

## Specifics

1. We expect your project to work with the latest versions of Firefox and Chrome, as well as Internet Explorer 10
2. Each navigation tab should have a max width of 33%, but only as wide as the content within them
3. The content area scales with the range mentioned in the CSS code block under the **CSS** section

## **Your Feedback**

We would like to make the test better, please include your feedback regarding this test!

## **Time Spent**

Include approximate time spend in each major area of the test.

## **Other Notes**

Explanation of any areas not completed or specifically mentioning parts of the code you know could be improved upon. Please include this in your README.md.