

Description

This project is designed to test your knowledge of web technologies and assess your ability to create front-end UI products with attention to **software architecture**.

Assignment

Create an application that allows a user to slice-up a video (sample video: http://grochtdreis.de/fuer-jsfiddle/video/sintel_trailer-480.mp4) into clips.

As part of this application, use **at least one** of the following frameworks to facilitate development – however you may also use any other tools to help complete the project:

- [AngularJS](#)
- [Angular 2](#)
- [ReactJS](#)
- [AureliaJS](#)

Mandatory Features

- An HTML5 video player that utilizes [media fragments](#)
- A list of clips to be played in the video player
- The first item in the list should be the full video
- An interface to add new clips to the list by specifying a *name*, *start time*, and *end time*
- The ability to delete clips from the list (**excluding the full video item**)
- The ability to edit existing clips in the list
- The ability to play clips in the video player

Bonus (Optional)

- The ability to automatically jump to the next clip after it finishes, with a 3 second waiting period and appropriate loading animation.
- The ability to 'save' clips for persistent use.
- The ability to add arbitrary 'tags' to clips so that they can be filtered by the tag name.
- Hotkeys to jump between the current clip and next and previous clips (if there are any)
- Markers on the video player timeline that denote where a clip starts (full video only). Clicking the marker chooses that clip and plays it from that point.
- The ability to reuse the the player and playlist on another page without the editing capabilities

When you finish the assignment, upload your project to your Git repo ([Github](#), BitBucket, etc...) and share the repository link with your initial contact via email. Indicate which, if any, of the bonus tasks you completed.