

Assembler Master Admissions Challenge

The objective of this technical challenge is to develop a simple landing page written in HTML5 and CSS3 in a limited period of time.

It will be taken into account your ability for learning, searching and investigating by yourself, the way you have prioritized tasks and the way you explain your project to the team.

Time for development

You will have **one week** to solve it.

Objective

The **project** to be **developed** for this **challenge** will be a **Landing Page** for a videogame website.

General analysis

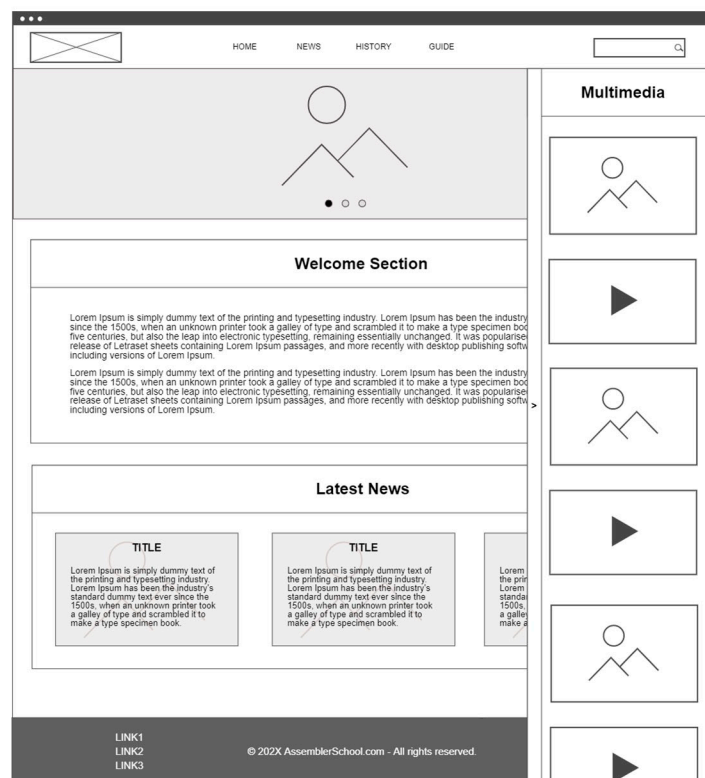
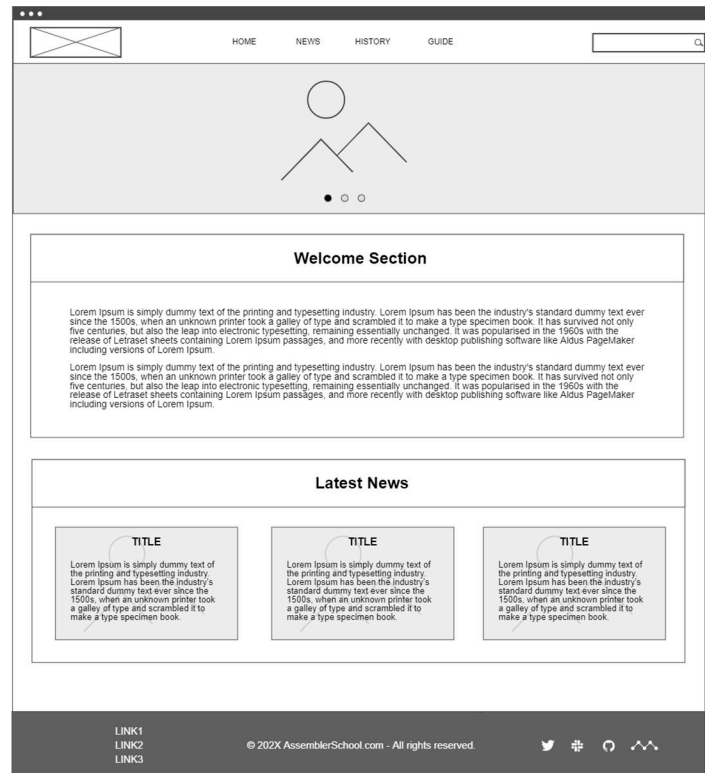
The **main requirements** are detailed below:

- Use of HTML5 and CSS3
- **Header**
 - Header must contain a fixed navbar including:
 - Logo
 - A horizontal menu with this 4 empty links:
 - Home
 - News
 - History
 - Guide
 - A Search Bar
 - Above the navbar, the header must contain a full screen width background image (carousel)
- **Main container**
 - Welcome section
 - Latest News section
- **Sidebar**
 - There must be a sidebar that includes some images and youtube embedded videos.
 - The sidebar must be hidden and must be activated by hovering the mouse in the right side of the site
- **Footer**
 - The footer must have a full screen width background
 - It must be divided in three columns:
 - First column must have three links
 - Second column must have copyright text
 - Third column must have social media links with icons

Extra points

The development of **additional features** to add more value to the **project** will be **valued positively**.

- Make the carousel interactive with several images
- Add some kind of extra interactivity with JavaScript
- Improve the navbar menu by adding subcategories
- Original design of the website, not a copy of the wireframes provided
- Responsive website



The challenge can either be sent to academics@assemblerschool.com in a .zip file or with a link to the github repository with the following contents:

- Project repository
- Documentation in PDF format