

# WatchTogether Take Home Project

## Context

At Shuffle, we like to design and engineer delightful user experiences. Not everyone is up for such a mission and we want to make sure our team members have such passion and skillset.

At the same time, we do not want to waste your time with meaningless projects; you probably get those at school already.

With WatchTogether, we hope you can build something not just for us, but for yourself as well.

## Project Description

As part of this internship, you'll likely be packing your bags and leaving your friends and family behind for a significant amount of time. What better time to build a tool that can help you hang out with friends as if you never left?

WatchTogether is a web app that lets you and your friends watch videos together as if you were in the same room. As a user, you might

1. Navigate to <https://yourProject.someHost.com>
2. Start playing the video
3. Wait for your friends to play, pause, or seek the video.

If your friend navigates to <https://yourProject.someHost.com> as well and starts playing the video, they can play / pause / seek on the video player and those actions will be reflected on your player as well. At any time, all users at <https://yourProject.someHost.com> should be playing the video at approximately the same video position.

It is as if everyone at <https://yourProject.someHost.com> is sharing the same video player.

## Summary

- a web video player with play / pause / seek function
- if one user conducts a play / pause / seek action, then all other users will see the result of said action

- (optional) users can specify which videos they want to watch

## Suggestions

You may use any tech stack for this project as long as it gets the job done. You may consider

- YouTube embedded iframe player
- HTML5 video player
- Firebase Javascript

Do not worry about crafting a beautiful UI. Feel free to do so on your own time, but for this project, we're more interested in the functional aspects.

## Deliverables

- a screencast showing the working tool. You can open two browser windows each pointing to the web app and show that the video players are indeed syncing.
- code on GitHub