[Spark Red] Design Technical Assessment

I. Overview

Using **Figma**, build a prototype based on the brief below. We encourage you to use outside resources to help you build your prototype, but note the sources in the write-up portion of the application. The brief is as follows:

Jimmy is in charge of managing the supply chain for a chain of bakeries, Schumbl Schmookies, and needs a solution that makes it easier for him to manage ingredient quantities. How can you help him keep track of batches of ingredients while minimizing loss due to expiration dates? How can you help Jimmy ensure that all bakeries have the ingredients they need at a given time?

Consider:
- Choose an interface (web, mobile, tablet, etc.) that you feel best suits Jimmy's needs
- Think about the data that should be prioritized in your designs (e.g. batch quantities, recipes, expiration dates, suppliers, etc.)
- What if different ingredients have multiple suppliers? What about batch prices?
- Assume that you have access to a database of the recipes, ingredient suppliers, quantities used, bakery locations—you can also clearly state any other assumptions in the write-up.

Requirements:
- *Document your process in your Figma file. This includes research, inspiration, sketches, wireframes. We want to see your **design process** and be able to see how you came up with your solution.*
- *Created during the assessment time period and **not derived from previously created work***
- *Objectives outlined in brief are reflected in your prototype*

To evaluate your prototype, **we are looking at how well your solution addresses a vague design prompt and how your design process drives visual design decisions**.

We do not expect you to spend over 4 hours on this assessment – this is just a basic assessment of design and prototyping proficiency. **Please still enjoy your week!**

Recommendations:
- Begin with paper and pencil to sketch out areas of content and navigation.
- Save any login and splash screens for later in your process.
- Work on concept and function first, and then adhere to a visual design system as much as possible.
- Use relevant copy in areas where context must be understood; the concept and purpose must be clearly understood without too much explanation.
- Save the prototype and user flow for the end--your screens and initial navigation should already be finalized prior to creating your mockup.

II. Assessment Criteria

Prototypes are evaluated and scored on the following four criterion:

Design Principles	Visual Design
Form follows function with a strong and meaningful system of grids, typography, color, and design principles.	Visuals form a consistent, clear, systemized design that speaks to the target audience, appropriate to the app brief. Design is innovative, powerful, thoughtful, and straightforward.
User Experience	**Design Thinking**
A clear understanding of an appropriate target audience and their needs. It is designed with navigation, visuals, and language to communicate clearly to specific user(s) and their needs.	There is a clear process and reasoning behind design decisions as depicted through sketches, wireframes, solutions considered, and more. There is a clear engagement with the design prompt.

III. Submission

Please create a Google Doc with the title "Full Name – Red Technical Assessment." In the document, please include the following:
1. Link to your prototype (via Share Prototype in Figma)
2. Link to the Figma file (make sure it is shared so "Anyone with the Link" can view)
3. Brief writeup (150 words or less)
   - Brief summary of your design choices and how they answer the brief

- Any assets used that were not designed by yourself (e.g. illustrations, images, etc.)
- Any sources of inspiration, references, flows
- Any new skills you learned while completing this design assessment
- How much time you spent designing this project

Please link the document in your written application.

IV. Resources

Here is a list of resources you may find helpful!

Figma Help Center: Documentation on Figma features
Figma 101: Official Figma Youtube tutorials to explore design features
Mobbin: Collection of modern mobile UI elements

Please feel free to use anything else you find online. **We fully encourage you to take advantage of the internet**, as long as you don't just directly submit someone else's design!