WORK @ RATHER LABS

SENIOR BACKEND ENGINEER

Rather Labs
Technical Partners

Matchmaking Engine

Building a good matchmaking engine is crucial in multiplayer games to avoid hours of frustration to its new users, and boredom to the more experienced ones.

You are tasked with **designing and building** a simple matchmaking engine for a rock, paper scissors game.
The “points” that each player has, and for which should be categorized are calculated as follows:

- Time being played: seconds in total spent in matches
- Won matches: amount of matches won, times 10
- Win spree: Amount of won matches in a row, times 20

This engine must be written in Node.js and it must use websockets, without persistent storage. It should also support a HTTP interface to fetch the current leaderboard of players at any given time.

This engine should try to pair users with their ideal counterparty by points, but in case is not possible, it should pair users with whoever available.
Once two users are paired, wait 5 seconds before notifying the match is created, just in case there is a more suited counterparty for any of the players.

Bonus

- The scope of this challenge is only matchmaking, not a server for playing the game. Including implementation of handling the game logic is a welcomed plus!
- Create a script that spawns bots playing this game

Evaluation

Focus your solution on performance and scalability.
Make the code aesthetic, clean code (use linter)
Senseful folder structure
Scalable solution

*Upon completion, send a .zip file **without node_modules*** to your recruiter
Include any env vars required for running the project and some pictures of it functioning