# tentwenty\*

# **Contest System**

**Interview Test** 



### Objective:

Build a **Contest Participation System** where users can participate in contests, answer questions, and receive a score at the end. The system will maintain a leaderboard and grant prizes to users with the highest score.

Different user roles (VIP, Signed-in, and Guest) will have different access levels to the contests.

## **System Requirements**

### 1. User Roles and Access

- o **Admin Users:** Can access all contests (normal and special contests).
- VIP Users: Can access all contests (normal and special contests).
- Signed-in Users (Normal): Can access only normal contests.
- Guest Users: Cannot participate in any contest unless they sign up and log in. Can only view the contest.

#### 2. Contest and Question Types

- A Contest will have an access level:
  - VIP Contest: Accessible only by VIP users.
  - **Normal Contest**: Accessible by both normal signed-in users and VIP users.
- o Contest will have basic details, including:
  - Contest name, description, start and end times, prize information, etc. (any other information that can be included).
- o Contest will feature a set of **unique questions** with various types:
  - Single-select questions: Where the user can choose one answer.
  - Multi-select questions: Where the user can choose multiple answers
  - True/False questions: Where the user selects between true or false.

# 3. Leaderboard and Scoring

- A **Leaderboard** will maintain the ranking of users based on their performance (scores) in contests.
- After a user finishes a contest, their score will be calculated based on the following:
  - Correct answers will contribute positively to the score.
  - Incorrect answers will have no effect on the score.
- The user with the highest score at the end of a contest will be awarded the prize.

#### 4. User History

- Users should be able to view a history of contests they participated in and the prizes won.
- In-Progress Contests: Users can see contests they joined but haven't submitted answers for yet.
- A **list of all prizes won** should be available for users to track their rewards.



You are not required to focus on design or UI aspects (HTML, CSS). The primary objective is to ensure a functional and efficient implementation.

# **Additional Instructions**

- APIs should be **authenticated** (Guest, Normal, and VIP users).
- Implement proper **error handling** for various edge cases.
- Ensure the APIs are **optimized** for performance.
- Implement rate-limiting to prevent abuse and ensure fair usage of the APIs.
- Provide **API documentation(POSTMAN)**.