Bet.Me Developer Task

1 Introduction

This task involves using https://the-odds-api.com/. You'll need to create a free account for API access. Be sure to check the usage terms. There is an API request limit to consider (we won't need you to provide your API key on submission). We need you to use either MongoDB or PostgreSQL and our preferred language is Go. We will accept solutions in other languages, but any new developers would be expected to learn Go. It would be helpful for you to read the API documentation (available at https://the-odds-api.com/liveapi/guides/v3/) in full before starting the task.

Feel free to take as long as you want, however we appreciate that you might not have time to complete the task in full. If this is the case, you're welcome to set a time limit and see how much of the task you can get finished - just let us know how long you spent in your email.

2 Spec

The API documentation can be found here: https://the-odds-api.com/liveapi/guides/v3/

- The App should establish a database connection, the connection string should be passed via command line or environment variable
- The API key should be passed to the app via command line or environment variable
- On start-up:

  The app should store all available sports in the database

  The app should store all upcoming fixtures in the database
- All matches returned from the 'sport=upcoming' request will be considered in-play matches
- Odds for matches which are not in-play should be updated every hour
- Due to the API limits, odds for in-play matches should be requested inside a function which accepts parameter used to delay the next API request; we will only ask for 1X2 (h2h) odds from U.K bookmakers for the same reason
- How the data is stored, both in memory and the database, is entirely up to you.
- We appreciate that this could be a time-consuming task and so we are not expecting the perfect data storage method.

2.1 Bonus

- The App should keep track of in-play matches in memory:

  Odds for all in-play matches should be updated in real-time

  Current odds should be readily available e.g Data[Match].Odds[Bookmaker][Market]

  Do not keep previous prices in memory

  Odds changes should be sent to the database