**README FOR CRYPTOLEAGUE**

**Some hard and fast rules of the game:**

Can play with a max of 6 coins in a league, and a min of 3

Has to invest a total of $100,000 worth of crypto to build a league portfolio

One coin can’t make more than 40% of league portfolio

Top 100 coins from coinmarketcap are considered

One captain coin, 2x gains

(add on): loser coin

**Leaderboard:** Judged based on the number of tokens a player has

**Leagues:**

* Weekly:
  + The game will start with players joining a waiting lobby to compete in a league. Once the waiting lobby has a minimum of 10 people a timer will start for 12 hours, in which other people can join, or existing players can review their coins and build their portfolio. Once the time is over, the lobby will be locked and no other players can join the existing lobby. After that, another counter for 12 hrs will start, in which all the players can make changes to their portfolios. After that, the league will start and 7x24 hours later, we will compare to determine the winners.
  + 10 min players
  + 100 max players
  + Lasts for 7 x 24 hours from the time league locks in.
  + Lock in can also happen when 100 players join in.
  + 1 day buffer after joining league
    - Allows you to make changes to portfolio
    - Allows other players to join in
* (add on) Friendly:

**Prize**:

From all the buy-in money, we will distribute it to the winners. It will be distributed the following way:

1% - 10% : get 20% of the pool - double the money

11% - 25% : get 30% of the pool - around 1.5 the money

26% - 50% : get 50% of the pool - break even

50% - 100%: loose their buy-in coins

**Exceptions to be considered:**

If a player gets <25 tokens(we are assuming that 25 is the least to participate in a league) we replenish it to 25 next week, allowing him to play again, but only after a week.   
  
  
  
**Add on’s:**

* Friendly league
* Loser coin in porfolio
* Two factor auth.

Resources -

<https://jonathanmh.com/express-passport-json-web-token-jwt-authentication-beginners/>

Git Log Command - git log --pretty='format:%cd 1 hr %h %s %b [%cn %cD]' --date=format:'%m/%d' --after="2018-02-25" --all

TODO IN SPRINT 1:

-> Database setup

-> Backend:

Complete the following functionalities:

1. Setup the communication between the server and the database.
2. Implement signup and login using Passport.js
3. Store the user’s information in the database.
4. Implement the coinmarketcap API to get the coin data
5. Implement the newsapi.org API to get the cryptocurrency news

-> Front-end:

complete the following views:

1. Login
2. User Profile
3. Market
4. Dashboard
5. Global Leaderboard

TODO IN SPRINT 2

-> logic of league

There are three status of leagues: waiting, open, locked

There can only be two types avialable: waiting or open.

If there is open, we will always put the user in there. If:

1. He can’t join the league due to restrictions, we will make a new waiting room league and add him in there

If there is no open league, we will just make a waiting room and move him there

If there are 10 people in a waiting room league, we will change the status of the league from waiting to open