Backend - Coding Challenge

You are building a directory of players, their geography, which games they play and the level(INVINCIBLE, PRO, N00B) they are at in that game.

1. Please design a datamodel and do initial/startup load for all entities.
2. API to link player to a game
3. Search API based on level, game and geography for auto-matching players.
4. API to get the players on a specific level(eg. INVINCIBLE) per game
5. At the root of the project there must be a README file describing the process to run and test the service and any challenges/decisions made during the process of developing this case study.

Make sure you use a full REST API convention and that you return the correct error codes when necessary. If you posses the skills, using GraphQL endpoints it would be even more desireable.

Recommend that the services are written in **JAVA**, **SPRING BOOT** and built on **MAVEN/GRADLE**

Additional information:

If you posses front end skills feel free to make a simple one aswell, but this is NOT our focus.

Don't spend more than 5-6 hours on this, the main purpose is to have some code from you to talk about, and for you to explain what and how you approached it.

Hint to remember:
• In-memory database can be used
• Validate input - watch out for any injection tries that an API user might insert
• API usage docs (Swagger, or whatever is preferred)
• Unit tests of business logic
• Make the repo public available for us to review, on GitHub