
RELAX
GAMING

Coding Challenge

Requirements

Build a small service in Java that manages jackpots and allows players to place bets.

Your service must expose an API with the following operations:

1. Create a jackpot
    - Input: name, win probability
    - Output: confirmation containing the created jackpot's identifier
2. Get jackpots
    - Return all jackpots, including:
        - jackpot id
        - current size
        - number of wins so far
        - last win timestamp
3. Make a bet
    - Input: jackpot id, player alias, bet amount
    - Behavior:
        - The bet contributes to the jackpot
        - A random chance determines whether the jackpot is won
        - Every bet must be saved
        - If a jackpot is won, record the win, reset the jackpot size, and update jackpot information
    - Output: win amount and the new jackpot size
4. List wins
    - Return recorded wins, including: timestamp, player alias, and win amount
    - Must support filtering and limiting results

All jackpots, bets, and wins must be persisted. You may choose any database you prefer.

We should be able to run the service with a single command: `docker compose up`

Deliverables

- Source code for the service
- A README that includes:
    - How to build and run the service locally
    - Example requests and responses for each endpoint (or an OpenAPI link)
    - Any other important information that you would like to tell us

Going the extra mile

Start with the basics described above, and then feel free to add more if you like. For example:

- Tests
- API documentation with OpenAPI
- Health or metrics endpoints
- Database persistence across container restarts
- Idempotency for bet requests

Timeline

The task should be completed within one week of receiving the assignment. Do not worry if you cannot add extras; focus on completing the basics well.