

Clan System

Clan System is a feature where players can join a clan and perform a few activities. While implementing all the features, you need to emphasize the race conditions that happen when in a high load situation.

Landing Screen



Enter Username		
	Login	

- 1. On this screen, a player enters the user name, and on clicking on login, the player would be logged in,
- **2.** There is no need to implement a password mechanic here.
- **3.** If another player with the same name is already logged in, the old user will be logged out automatically and receive an error "You just logged on from a different device."

Landing Page (Not in Clan).

You are not a part of the clan, Join a clan.

Join a clan.

Clan 1 : {Current Points}

Clan 2 : {Current Points}

Join

Clan 3 : {Current Points}

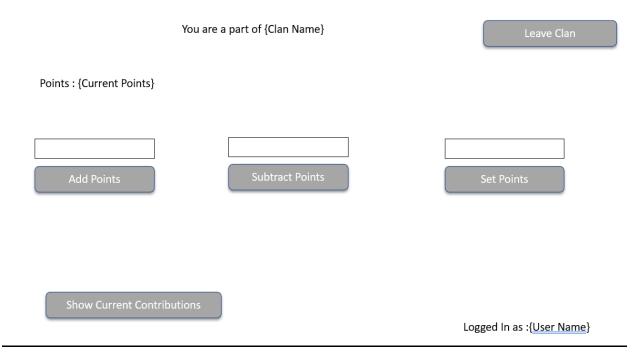
Clan 4 : {Current Points}

Join

Logged In as :{User Name}

- 1. If a user is not a part of any clan, the user will see the above page
- 2. A user will see their name on the bottom left.
- **3.** The user will see the list of created clans.
- **4.** The user should be able to click on the join button to join a clan.
- **5.** You don't have to write the logic to create a clan.
- **6.** The clan list can be retrieved from the config file.
- 7. Each Clan can only hold 10 users.

Landing Page (When in Clan)



- 1. This page will be shown when a player is already a part of the Clan.
- 2. Every Clan has its points, and it's shown as "Points."
- 3. Each clan member can add, remove and set clan points.
- 4. A user can enter the number of points in the text input and then click on the respective button to execute the action.
- 5. When clicking on "**Show Current Contributions**," you should see the clan members' current contributions.
- 6. The "**Set Points**" action will clear the contributions list and set the current points as the contribution for the logged-in user.
- 7. Users can click on leave clan, and they will leave the Clan; you don't have to clear the contribution for the player who already left.

Contribution Page

Current Contribution for the {Clan Name}

Player 1 : {Current Points}

Player 2(Left the clan) : {Current Points}

Player 3 : {Current Points}

Player 4 : {Current Points}

Logged In as :{User Name}

- 1. The contribution screen will contain the list of players and the points they contributed
- 2. If a user contributed points and left, his name will contain the "Left the clan" suffix.

Technical Specs

- 1. You are required to use .net core and Mongo DB to implement this.
- 2. It's essential to keep the code as efficient as possible.
- 3. Handling all the race conditions arising from a heavy load is essential.
- 4. You can use .json, .xml, or any other technique to implement configurations.
- 5. If you didn't have time to implement any performance technique, please mention it in the document.
- 6. You are not allowed to use mongo transactions to implement this test.

Best of Luck