



## Clan System

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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.

### Login Screen

## Login

Enter Username

Login

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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}

Join

Clan 2 : {Current Points}

Join

Clan 3 : {Current Points}

Join

Clan 4 : {Current Points}

Join

Logged In as :[{User Name}](#)

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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)

You are a part of {Clan Name}

Leave Clan

Points : {Current Points}

Add Points

Subtract Points

Set Points

Show Current Contributions

Logged In as :{[User Name](#)}

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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}



Close

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**