**Backend/index.js**

const express = require('express');

const cors = require('cors');

const { Pool } = require('pg');

require('dotenv').config();

const app = express();

app.use(cors());

app.use(express.json());

const pool = new Pool({ connectionString: process.env.DATABASE\_URL });

**Database schema setup**

const createTable = async () => {

await pool.query(`

CREATE TABLE IF NOT EXISTS destinations (

id SERIAL PRIMARY KEY,

name TEXT UNIQUE NOT NULL,

clues TEXT[],

fun\_facts TEXT[]

);

`);

};

createTable();

**Fetch random destination with clues**

app.get('/destination', async (req, res) => {

try {

const result = await pool.query('SELECT \* FROM destinations ORDER BY RANDOM() LIMIT 1');

res.json(result.rows[0]);

} catch (err) {

res.status(500).json({ error: err.message });

}

});

**Handle guess submission**

app.post('/guess', async (req, res) => {

const { userAnswer, correctAnswer } = req.body;

const isCorrect = userAnswer.toLowerCase() === correctAnswer.toLowerCase();

res.json({

correct: isCorrect,

funFact: isCorrect ? '🎉 Fun fact about this place!' : '😢 But here’s a fun fact anyway!',

});

});

**Generate challenge invite link**

app.post('/challenge', async (req, res) => {

const { username } = req.body;

const inviteLink = `https://globetrotter.com/play?invitedBy=${encodeURIComponent(username)}`;

res.json({ inviteLink });

});

const PORT = process.env.PORT || 5000;

app.listen(PORT, () => console.log(`Server running on port ${PORT}`));