

BACKEND DEVELOPMENT TASK

Bingo Tambola Server

Create a server in a language of your choice:

It should have the following end points:

endpoint -> data it returns

1. /api/game/create -> game_id\
2. /api/game/{game_id}/ticket/{user_name}/generate -> ticket_id
3. /ticket/{ticket_id} -> just print html table with ticket
4. /api/game/{game_id}/number/random -> pick random number for game without duplicates
5. /api/game/{game_id}/numbers -> returns all numbers picked for this game until now
6. /api/game/{game_id}/stats -> stats of the game {numbers drawn/no of tickets/no of users}

Share the Git repository. Pack it into a docker image.

You can use a database(mongo/sql/sqlite/redis/in-memory). This can be a part of the same docker image.

You will also be judged on usage of design patterns, good code practices and testability. Add test cases or write a script that does application testing.

Details of our stack

- Nodejs (Typescript)
 - framework and libraries : Hapi with mongoose, ioredis and socketio
- Mongodb for persistent storage of data
- Redis for storage of cache/volatile data

Upload the assignment on Github and share the link over email.