**Zombies VS Elves imaginary Leaderboard web api backend**

This project goal is to save player scores from ZVSE game in to mongo database and with use of simple postman calls we are able to get top players from the database.

Using Player class as model to easily get and read data, player in ZVSE can gain level ups , score and there are a survival mode which tracks the survival time of player. Player also has a name that you can choose when start a game. So I made properties for these, there are properties for Creation time and unique Id.

On Creation of new Player constructor sets new Guid as unique Id, and the Creation time with Datetime.Now values into properties.

I’m using RESTful attributes to route api calls. Using Linq, model class and Builders to make tightly packed queries from the collections of the database:

-Get and post player data into leaderboard

-Modify player data in leaderboard

-Delete player from leaderboard

-Query all or desired amount of players descending order by score, level, survival time.

-Query player by id or rank in board

Using custom error handling middleware for custom throw new exceptions and some Range Attributes for limiting the queries and stuff.