**Modules added:**

* Added “loadash” module for functionality on object array
* Added “node-cron” module for scheduling
* Added “node-fetch” module for fetching data from CricAPI

**Date: 15-Aug-2020 and later:**

* Common mongoose connection with trigger when connected and disconnected in app.js. “db\_connection” global variable available to check if connection exists as true/false. All route modules will user this to check for connection
* Give error status 400 if connection not available
* Heavily optimised for time performance.
* Noticed that Connection to MongoDB taken 5-10 seconds. This need to be investigated.

1. async handler for mongoose “connected” and “disconnected” added
2. The above two handler update “db\_connection”
3. It has been noticed that “connected” gets triggered after 10-15 seconds
4. **Support provided in match module**
5. All matches

/match

1. Match of a given team with others

/match/csk

1. Match between two teams

/match/mi/rr

1. Match on given date

/match/date/<date>

e.g. /match/date/2020-09-11

1. **Support in user module**

Installed “loadash” module in backend. Very useful for object array

**Note: Still not filtering password. Will do it later on**

1. All users

/user

1. Users of group (currently only Group 1 supported)

/user/group or /user/group/1

1. Login, Signup and password reset

/user/login/username/password

/user/sign/username/password

/user/reset/username/password

1. Set captain

/user/captain/userId/PlayerId

1. Set Vice-Captain

/user/vicecaptain/userId/PlayerId

1. Get Captain and Vice-Captain (of user in group 1)

/user/getcaptain/userId

/user/captain/all

**Note:** captain / vice-captain should be selected before 19th Sep 2020 (IPL start date)

1. Balance amount available to user for auction (only group 1)

/user/balance/userId

1. My teams (players purchased by user)

/user/myteam/<userId> (for single user)

**Note: Player name is also provide in the output.**

Example: Players purchased by user 8 (command /user/myteam/8)

[{"uid":8,"players":[{"uid":8,"pid":24598,"playerName":"Eoin Morgan","bidAmount":200},{"uid":8,"pid":8917,"playerName":"Moeen Ali","bidAmount":100},{"uid":8,"pid":348144,"playerName":"Babar Azam","bidAmount":100},{"uid":8,"pid":227758,"playerName":"Imad Wasim","bidAmount":600}]}]

/user/myteam/all (for all users – to be used by admin)

Example: Players purchased by user 8, 9 and 10 (command /user/all)

[{"uid":8,"players":[{"uid":8,"pid":24598,"playerName":"Eoin Morgan","bidAmount":200},{"uid":8,"pid":8917,"playerName":"Moeen Ali","bidAmount":100},{"uid":8,"pid":348144,"playerName":"Babar Azam","bidAmount":100},{"uid":8,"pid":227758,"playerName":"Imad Wasim","bidAmount":600}]},{"uid":9,"players":[{"uid":9,"pid":244497,"playerName":"Adil Rashid","bidAmount":100},{"uid":9,"pid":298438,"playerName":"Jason Roy","bidAmount":200},{"uid":9,"pid":681117,"playerName":"Faheem Ashraf","bidAmount":300},{"uid":9,"pid":43685,"playerName":"Yasir Shah","bidAmount":300},{"uid":9,"pid":49758,"playerName":"Lasith Malinga","bidAmount":15},{"uid":9,"pid":237095,"playerName":"Murali Vijay","bidAmount":15},{"uid":9,"pid":5334,"playerName":"Aaron Finch","bidAmount":10},{"uid":9,"pid":244639,"playerName":"Harry Gurney","bidAmount":10},{"uid":9,"pid":253802,"playerName":"Virat Kohli","bidAmount":10}]},{"uid":10,"players":[{"uid":10,"pid":297433,"playerName":"Jonny Bairstow","bidAmount":300},{"uid":10,"pid":550235,"playerName":"Tom Curran","bidAmount":300},{"uid":10,"pid":39950,"playerName":"Abid Ali","bidAmount":300},{"uid":10,"pid":1072470,"playerName":"Shaheen Afridi","bidAmount":100}]}]

1. **Support in group module**
2. Provide user Id of group owner/admin (only group 1 by default supported)

/group/admin (provides user record of admin/owner)

/group/owner (------ as above ------------)

1. List all groups

/group

1. Group close (called by owner once tournament is closed)

/group/close/<groupNo>/<OwnerId>

e.g. /group/1/9 (close of group 1 by Apurva)

**Note:** This will be called after tournament is over. Only after tournament is over maximum runs and maximum wickets are

**Not yet used. This is in conflict with tournament start and end**

1. **Support in auction module**
2. Add auction of player

/auction/add/1/userId/playerId/bidAmount

Auction will be permitted only if user has balance more than “bidAmount”.

1. Show details of players purchased by (all users)

/auction

1. **Support provided in tournament module**
2. Show all tournament

/tournament

1. Start tournament

/tournament/start/<tournament name>

1. End tournament

/tournament/end/<tournament name>

1. Create new tournament

/tournament/add/<tournament name>

1. **Support provided in player module**
2. Show all players

/player

1. Show all sold players

/player/sold

1. Show all unsold players

/player/unsold

1. Player available

/player/available/playerId

Returns true if available (not yet sold) else false

1. **Support provided in Statistics (STAT) module**
2. Points scored by each user (based on player performance)

/stat

Displays all stats of group 1

1. Points scored by each user (based on player performance) Info provided in detail

/stat/score

Sample output

**[{"uid":8**,"pid":28081,"totalScore":0,"stat":[]},

**{"uid":4**,"pid":927119,"totalScore":0,"stat":[]},

{"**uid":4**,"pid":30045,"totalScore":0,"stat":[]},

{**"uid":6**,"pid":7656,"totalScore":0,"stat":[]},

{"**uid":6**,"pid":823509,"totalScore":0,"stat":[{"\_id":"5f428926f9917f1bc0d5fc23","mid":1227872,"pid":823509,"score":0,"inning":0,"playerName":"GD Phillips  ","run":0,"four":0,"six":0,"fifty":0,"hundred":0,"ballsPlayed":7,"wicket":0,"wicket3":0,"wicket5":0,"hattrick":0,"maiden":0,"oversBowled":0,"manOfTheMatch":false,"\_\_v":0}]},

**{"uid":11**,"pid":230558,"totalScore":9,"stat":[{"\_id":"5f428926f9917f1bc0d5fbe1","mid":1227873,"pid":230558,"score":9,"inning":0,"playerName":"SP Narine","run":8,"four":1,"six":0,"fifty":0,"hundred":0,"ballsPlayed":16,"wicket":0,"wicket3":0,"wicket5":0,"hattrick":0,"maiden":0,"oversBowled":0,"manOfTheMatch":false,"\_\_v":0}]}]

Will provide records of all the players purchased by user.

* uid 🡪 User Id
* pid 🡪 Player Id (purchased by uid during auction)
* totalScore 🡪 Point scored by player (in all the matches)
* stat 🡪 Statistics of all the matches played by player

User player can by adding totalScore of its record

**E.g. var userScore = \_.sumBy(statArray, x => x.totalScore);**

* There is a scheduler incorporated which will keep on getting match details and statistics from Cricapi. This can also be tested manually calling **/stat/test**.
* Scheduler is currently set for 15 minutes. Will be set it for 1, 2 or 5 minutes after testing
* Match statistics will be read once every **3 hours** ( configured in MATCHREADINTERVAL )
* In match records it sets the end time as “Start Time + 9 hours” for ODI and “Start time + 4 hours” for match which is neither Test nor ODI (assuming it is T20).
* Match record has start time and end time
* It will fetch details of match only if
  + Current time greater than start time
  + Current time less than end time

Assuming that man of the match will get declared within the given time

1. User rank of all user of group 1 (based on player performance)

/stat/rank

[{"uid":8,"grandScore":97.5,"rank":1},{"uid":10,"grandScore":3,"rank":2},{"uid":9,"grandScore":0,"rank":3}]

1. Brief of point scored by all user of group 1 (based on player performance)

/stat/brief

Sample output. Note that Vice-caption player get 1.5x the score and Captain gets 2x the score

[

{"uid":8,"pid":24598,"playerScrore":34,"stat":[{"mid":1198244,"pid":24598,"score":17}]},

{"uid":8,"pid":8917,"playerScrore":13.5,"stat":[{"mid":1198244,"pid":8917,"score":9}]},

{"uid":8,"pid":348144,"playerScrore":0,"stat":[]},

{"uid":8,"pid":227758,"playerScrore":50,"stat":[{"mid":1198244,"pid":227758,"score":50}]},

{"uid":9,"pid":244497,"playerScrore":0,"stat":[]},

{"uid":9,"pid":298438,"playerScrore":0,"stat":[]},

{"uid":9,"pid":681117,"playerScrore":0,"stat":[]},

{"uid":9,"pid":43685,"playerScrore":0,"stat":[]},

{"uid":9,"pid":49758,"playerScrore":0,"stat":[]},

{"uid":9,"pid":237095,"playerScrore":0,"stat":[]},

{"uid":9,"pid":5334,"playerScrore":0,"stat":[]},

{"uid":9,"pid":244639,"playerScrore":0,"stat":[]},

{"uid":9,"pid":253802,"playerScrore":0,"stat":[]},

{"uid":10,"pid":297433,"playerScrore":3,"stat":[{"mid":1198244,"pid":297433,"score":2}]},

{"uid":10,"pid":550235,"playerScrore":0,"stat":[]},

{"uid":10,"pid":39950,"playerScrore":0,"stat":[]},

{"uid":10,"pid":1072470,"playerScrore":0,"stat":[{"mid":1198244,"pid":1072470,"score":0}]}]

**Details for CricApi**: (in playerstat.js)

* Have generated 15 set of API Keys to fetch data from CricApi
* These will be used in rotation whenever the next data is to be fetched from CricAPI