

Craft for SE2

You are part of a team, building a gaming service. You are responsible for implementing the module that keeps track of the all time top scores. As players complete a game, the game service will publish the player's score to a topic (you can replace the topic with a flat file). You are expected to code a service that when invoked will return the top 5 scores and the names of the players who attained that score. You can use any database that you want.

Instructions to the candidate:

1. We are interested in your approach to the problem. It is alright if you don't have a beautiful PPT
2. We would like to see working code and at least a few key unit tests.

Ensure is your code is organized well and is production grade