

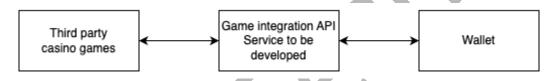
# **Backend Go Developer Technical Assessment**

### Overview

Your primary task is to develop a **Game Integration API** that facilitates third-party casino games on our platform. This new service is crucial for handling all financial transactions related to gameplay, with two key responsibilities:

- 1. **Managing user balances** through interactions with an existing, somewhat unreliable, backend service.
- 2. Creating and updating bets dynamically based on endpoint calls.

## System Context



# **Wallet Service Integration**

To streamline development, we've provisioned a mock wallet service with pre-configured users and initial balances:

- ID: 34633089486, Currency: "USD", Balance: \$5,000.00
- ID: 34679664254, Currency: "EUR", Balance: €9,000,000,000.00
- ID: 34616761765, Currency: "KES", Balance: KSh 750.50
- ID: 34673635133, Currency: "USD", Balance: \$31,415.25

**Important Note**: This in-memory service **does not persist with data**. All transactions and balance changes will be **lost upon service restart**, and balances will revert to their initial states.

You can access the Wallet Service Docker image: docker.io/kentechsp/wallet-client

Use the following token to authenticate requests with the wallet service: **Wj9QhLqMUPAHSNMxeT2o**.



Once the Docker image is running, you can view the API documentation via Swagger at: <a href="http://localhost:8000/swagger/index.html">http://localhost:8000/swagger/index.html</a>.

# Requirements

The Game Integration API needs to expose five RESTful endpoints:

- 1. Authentication: Authenticates a player attempting to play a game.
  - a. Receives: User credentials (username, password).
  - b. **Returns**: JSON Web Token (JWT) for subsequent requests.
- 2. Player Information: Retrieves essential player details.
  - a. **Receives**: User token (JWT).
  - b. Returns: user id, balance, and currency.
- 3. **Withdraw**: Processes a withdrawal from a player's balance. Each request to this endpoint should be treated as a **bet placement action**.
  - a. **Receives**: User token (JWT), single transaction details including currency, amount, and provider transaction id.
  - b. **Returns**: A unique transaction ID from our system, the provider transaction id, the old balance, the new balance, and the transaction status.
- 4. **Deposit**: Processes a deposit into a player's account. This request represents a **bet settlement action**, and the bet's status must be determined by the transaction amount: if the amount is zero, the bet is LOST; otherwise, the bet is WON.
  - a. **Receives**: User token (JWT), single transaction details including currency, amount, provider transaction id, and provider withdrawn transaction id.
  - b. **Returns**: A unique transaction ID from our system, the provider transaction id, the old balance, the new balance, and the transaction status.
- 5. **Cancel**: Reverts to a previously processed transaction.
  - a. Receives: User token (JWT), Provider transaction ID which should be rollbacked.
  - b. Returns: Unique transaction ID from our side, provider transaction id, old balance, new balance and transaction status.

#### **Must-Haves**

Your solution must demonstrate proficiency in the following areas:

- Language: Implemented entirely in Go.
- Database: Data should be stored in a database of your choice.



- Architecture: Follows Clean Architecture principles.
- Code Quality: Simple, readable, and maintainable code.
- Security: Includes robust authentication, authorization, and mechanisms to prevent SQL injection.
- Version Control: Project uploaded to a Git repository.
- Configuration: Utilizes environment variables for all necessary configurations.

## **Nice-to-Haves**

Consider incorporating the following to showcase a more comprehensive solution:

- **ORM**: Use of an Object-Relational Mapper.
- Error Handling: Comprehensive and graceful error handling.
- Logging: Effective logging for monitoring and debugging.
- Deployment: Clear deployment instructions.
- **Containerization**: Docker support (e.g., docker-compose) for automated setup and execution.
- Testing: Unit, integration, or end-to-end tests.
- API Documentation: Clear and concise API documentation (e.g., OpenAPI/Swagger).