

### **Backend - Coding Challenge**

You are building a directory of gamers and their favorite games to auto match for a centralized app of all games.

1. APIs to enroll gamers and their interest
  - Which takes the general details (name, gender, nickname, geography(europe,asia,usa))
  - Lookup up Any 5 games(fortnite, call of duty, dota, valhalla, amongus,...).
  - Gamers individual interests with their levels (noob, pro, invincible)
2. Search API based on gamers levels, games and geography for auto-matching
3. API to give credits to individual users
4. API to get the gamer with maximum credits for each game based on their levels.

Make sure you use a full REST API convention and that you return the correct error codes when necessary. If you possess the skills, using GraphQL endpoints is also an option.

We recommend that the services are written in **JAVA, SPRING BOOT** and built on **MAVEN/GRADLE**

At the root of the project there must be a README file describing the process to run and test the service and any challenges/decisions made during the process of developing this case study.

#### **Additional information:**

We expect you to spend 5-6 hours on this, the main purpose is to have some code from you to talk about, and for you to explain what and how you approached it.

1. In-memory database can be used
2. Design datamodels
3. Validate input - watch out for any injection tries that an API user might insert
4. API usage docs (Swagger, or whatever is preferred)
5. Unit tests
6. Make the repo public available for us to review, on GitHub