

Coding task for web3 Engineering Candidates

This is a coding task that needs to be completed as part of the interview process for the position of Web3 (Crypto) Engineer.

Tournaments on Solidity over Polygon

This platform needs to enable users to join and participate in tournaments.

The engineer will need to have knowledge in Solidity and Hardhat in order to implement the following flow:

- User joins a web interface
- User sees a list of active tournaments
- User joins a tournament
- User waits in the lobby
- Once the tournament lobby reaches a specified `NUMBER_OF_USERS`, the tournament STARTs
- Once the tournament ENDS, the system calculates the scores and plots the leaderboard

The engineer must demonstrate a good understanding of blockchain technology and API-systems development.

Delivery

We expect 2-3 days of part-time work in order to deliver your answers. Please share your answer in a public git repository, that we can access to review your code.

We expect you to code the solution in solidity as it regards the smart contract code, and in either python or typescript the backend, and typescript for the front-end.

We'll judge your solution based on its merit to deliver on time, and to demonstrate a simple and understandable solution that can tick all the boxes of the description.

Contact

For any questions please contact Evan Pappas <evan.pappas@indi.gg> or Sreenivas Makam <sreenivas.makam@indi.gg>.