



Task - Roster Change

Kokyo Technical Challenge

Build a service that handles roster changes for a team. It should expose a HTTP interface for accessing the service, but could use whatever methodology or transport you feel suitable. The service has close parity to being a CRUD service.

We provide a JSON file to 'seed' the initial roster with. You can utilise this file in any way you feel suitable - it's just to provide you an initial data structure.

Note: Not everything here is required to be 'production ready'. We understand this is a technical challenge, and if you demonstrate understanding behind the implementation, and expand on how you would improve a section (example: database interface, instrumentation, authentication, etc.), this is sufficient enough.

Requirements

- A roster can have no more than 5 active players
- A roster can have no less than 5 active players
- Through the API, I must be able add new players to the roster
- Through the API, I must be able to move a player off the 'bench' and in to the active roster.
- Through the API, I must be able to view the entire roster
- Through the API, I must be able to view 'benched' players.

Terminology

roster - a line up of players who compete in a game

benched - a player who is not actively on a roster, but still a part of the team

Supporting assets

You can find a seeding JSON file at the following GIST:

<https://gist.github.com/tobbbles/128f98b0e1a556153f81bb4b14485e97/>