UNIFI SOLUTIONS

Magic Transporters:

🚀 START

Introduction

Welcome to Magic Transporters, the future of moving things easily. These super cool transporters, powered by virtual magic, are here to make shipping stuff a breeze.

Overview

In the world of **Magic Transporters**, there are special people known as Magic Movers. They use nifty gadgets to move important things. Fueled by virtual magic, these Movers go on quick missions to carry items around.

A **Magic Mover** has:

- Weight limit (the most they can carry);
- Energy (their total magic power);
- Quest state (what they're currently doing: resting, loading, on a mission, or done).

Each **Magic Item** they carry has:

- Name (what it's called);
- Weight (how much magic power it needs);

Develop a REST API to:

- add a Magic Mover;
- add a Magic Item;
- Load a Magic Mover with items, creating a log of this activitiy (loading state);
- Start a Mission — update the Magic Mover's state to on a mission and stop loading more, creating a log of this activitiy (on a mission);
- End a Mission — unload everything from the Magic Mover, creating a log of this activitiy (mission complete / done);
- Check who completed the most missions with a simple list.

Requirements

Follow these simple rules:

Functional requirements
- Don't give Magic Movers too much to carry for efficiency;
- Make a simple list showing who completed the most missions.

Non-functional requirements
- Make sure the project is easy to build and run;
- Set up any needed data before starting (like starting a video game);
- Use express in Node.js or nestjs framework.
- Use Typescript

🚀 **END**