



DIAMOND  
DIGITAL EXPERIENCES

# Pool Tournament Challenge

RECRUITMENT

DIAMOND BY BOLD

## Table of Contents

<b>1</b>	<b>INTRODUCTION .....</b>	<b>2</b>
<b>2</b>	<b>BRIEFING .....</b>	<b>2</b>
2.1	TOURNAMENT RULES.....	2
2.2	WEBSITE STRUCTURE.....	2
2.3	REQUIREMENTS.....	3
2.3.1	<i>Rules.....</i>	<i>3</i>
2.3.2	<i>Server Stack .....</i>	<i>3</i>
2.3.3	<i>Applicational Stack.....</i>	<i>3</i>
2.3.4	<i>Delivery.....</i>	<i>3</i>

## 1 Introduction

This challenge aims to assess the knowledge and ability to analyze common problems in the day to day of an agency such as Diamond by BOLD.

## 2 Briefing

Imagine you are organizing a pool **tournament** with some **friends**. A **friend** plays a **match** against another **friend**, we need to be able to track the **date** of the match, the **number of balls left** for the loser, and the **winner**.

### 2.1 Tournament Rules

- 3 points for the winner, 1 for the loser and 0 for absences
- Friend A can only play once against friend B

### 2.2 Website Structure

- Homepage
  - Block with ranking
    - Ordered by points (first) and fewer balls left (second)
  - Block with list of matches
    - Search by friend name
    - Link to match detail
    - Link to friend detail
- Match detail page
  - Match info
- Friend detail page
  - Friend info
  - Block with list of games
- Submission page
  - Form to submit a match result between two friends

## 2.3 Requirements

### 2.3.1 Rules

- This challenge can make use of some composer packages but please don't use any framework (like Laravel).
- The data for the homepage blocks should be provided through a REST API

### 2.3.2 Server Stack

- Apache / Nginx
- PHP 7.X
- MySQL 5.7

### 2.3.3 Application Stack

- Composer
- SQL Dump
  - or some kind of migrations / seeds with dummy data
- HTML5 / CSS3

#### 2.3.3.1 Optional

- Twitter Bootstrap 3-4, Bulma.io or similar
- Vue.js, jQuery or similar

### 2.3.4 Delivery

- Link to a github repository
- (Or) Zip with a Git enabled folder