

Assignment

Return your answer as a zip file containing all relevant files (including `.git`, so that we can see your commit history), do not fork this repo.

Design and implement a *player session service* using Python and Cassandra. You are free to use any external libraries you see fit.

Player Session Service

Your task is to design and implement a `player session service` which consumes events and provides metrics about players sessions. Each user will generate two events, one `start` event when the session starts and one `end` event when session is finished. When both events have been received the session is considered complete. Service is expected to handle massive amount of sessions.

Requirements

- Use Python and Cassandra
- All endpoints are REST APIs
- API for receiving event batches (1-10 events / batch)
- API for fetching session starts for the last X (X is defined by the user) hours for each country
- API for fetching last 20 complete sessions for a given player
- Data older than 1 year should be discarded

Events

Example start event,

```
{
  "event": "start",
  "country": "FI",
  "player_id": "0a2d12a1a7e145de8bae44c0c6e06629",
  "session_id": "4a0c43c9-c43a-42ff-ba55-67563dfa35d4",
  "ts": "2016-12-02T12:48:05.520022"
}
```

Example end event,

```
{
  "event": "end",
  "player_id": "0a2d12a1a7e145de8bae44c0c6e06629",
  "session_id": "4a0c43c9-c43a-42ff-ba55-67563dfa35d4",
  "ts": "2016-12-02T12:49:05.520022"
}
```

Example data,

- https://cdn.unityads.unity3d.com/assignments/assignment_data.jsonl.bz2