Objective

The objective of this workshop is to use aggregation to produce summaries.

Setup

a. Reuse the `boardgames` database from Day 27 Workshop.
b. Create a SpringBoot application with the following dependencies
   i. Spring Boot Dev Tools
   ii. Spring Web
   iii. Thymeleaf
   iv. Spring Data MongoDB
   v. JSON-P

Workshop

You are to create the following REST resources

a. Get board game with all its corresponding reviews

```
GET /game/<game_id>/reviews
Accept: application/json
```

Returns the result following document

```
{
  game_id: <ID field>,
  name: <Name field>,
  year: <Year field>,
  rank: <Rank field>,
  average: <Average field>,
  users_rated: <Users rated field>,
  url: <URL field>,
  thumbnail: <Thumbnail field>,
  reviews: [
    "/review/<review_id>",
    "/review/<review_id>"
    ...
  ]
  timestamp: <result timestamp>
}
```

The REST endpoint should handle non-existence game ids.

b. Listing board games by their highest or lowest ratings

```
GET /games/highest (and lowest)
Accept: application/json
```

Returns a list of all the games with the highest rating given by a user. The following is the structure of an entry

```
{
  _id: <game id>,
  name: <board game name>,
  rating: <the highest or lowest rating>,
  user: <the user who gave that rating>,
  comment: <the associated comment>,
  review_id: <the review id>
}
```

The endpoint returns the result in the following document

```
{
  rating: "highest" (or "lowest"),
  games: [
    <each element is the above document>,
  ]
  timestamp: <result timestamp>
}
```