

Goal:

Create a REST API for mini games and to implement a simple server that provides this API.

Description:

A game to conquer map location points with your mobile phone. London is the game's location. There are location points, that are able to be conquered. You can conquer a point only if it's not conquered and if a user is located near it (not more than 15 meters away). After user conquers a point his score is increased by one point. (You can find location point massive attached to this test task.)

Possible actions:

- Get a location point in a certain area;
- Conquer a location point;
- Show your score;

Terms of the task:

- Implementation must be done in Java (version 8 or higher)
- User registration is NOT necessary: you can assume that the user has already logged in, instead of the intended session, you can use the user id..
- You DON'T need use Database: it is sufficient to store the data in memory using the collection of the Java language.
- You must offer a database schema in a simple form (tables, their attributes, keys, constraints, indexes).
- You can use any libraries or frameworks that you'll find useful.
- You must using the automatic build system (Maven/Gradle).
- Must be done within two weeks.

What is evaluated:

- API conventionality;
- Using up-to-date, modern approach (OOP, design patterns);
- Handling of abnormal situations;
- Compliance with standards and conventions;
- Covering your code with tests (as a plus);