**Code-Combat**

24th Jan 2024

9:32 pm

**What a user can do?**

* **Authentication and User Model:** A user can get to the platform and create as well as login to the account using his credentials.
* **A simple Structured databases like PostgreSql is enough for managing this model.**
* **The user profile picture can be stored online @mongoDB atlas and its key can be stored at PostgreSql.**

1. Email ID [acts as a username]
2. Name [full name]
3. Date of Birth [dd-mm-yyyy format using inbuilt date picker ]
4. Educational Institution [select from drop down list else create new one]
5. Bio [A text box with 200 characters is allowed]
6. Profile photo [managed by available libraries of backend framework]
7. Date Joined [This helps in managing his previous records and streak graph]
8. Level of player [The levels are allocated from 0 to 20 {higher the best}]
9. List of friends
10. No of participations
11. No of Wins
12. Current win streak
13. Total time spent on coding
14. No of submissions produced
15. No of submissions accepted
16. List of problems solved [this consists of all the ids of problems that are solved by this user]

**Add ons:**

1. No of coins(The coins were a kind of special attention).
2. Json with dates having at least one successful submission and also no of successful submissions corresponding to that date.
3. Status emoji [inspired from github.com]
4. Year of graduation if applicable

29th Jan 2024

**What Rooms can do?**

* **Create a 6-digit unique alpha numeric code that serves as a common code space..**
* **Room model contains following fields.**
  + 1. Room ID [A 6 character long alpha numeric field comprises of capital and small letters along with numbers 0-9 only]
    2. Room Host (person who created a room will be the host)
    3. Room Admin [It’s a list of users with admin access, Host will be given an ADMIN status by default, note that an admin can promote other participants as admins and can demote as well]
    4. Created at [Its an auto now add datetime field]
    5. No of participants active (2 for now)
    6. isCurrent [this Boolean field determines whether the room is now live?]
    7. TimeToLive [determines when the room should destroy UTC+5:30]
    8. List of problems with each score and list of users who solved this problem.
    9. Base points to gain a coin.
    10. Leader Board (players with score and also having problems they solved)