

Speedrunner

Description

SteelSeries has always produced premium gaming peripherals to satisfy the needs of even the most demanding eSports professionals. As we continue to grow our brand awareness, we are hoping to engage with another community of passionate gamers who appreciate extremely precise gaming peripherals, speedrun enthusiasts. This is where you come in. We need you to write a program that contains an **API for storing and querying speedrun times**. With this program, we can finally kick off our master business plan:

Step 1. Create a speedrun leaderboard website

Step 2. ???

Step 3. Profit

Please use the programming language you are most comfortable with from the following: C/C++, C#, Go, Java, Python. Also, please include a short README explaining how to build and/or run your program, and if you were unable to complete any of the API requirements listed below.

API Requirements

These requirements can be implemented any way you choose. Note, the API you design does not necessarily need a 1-to-1 mapping to each bullet point.

- Add a **game** title
- Retrieve all **game** titles
- Add a **category** to a **game** title. Note, **games** can have more than one **category**
- Retrieve all **categories** for a specified **game** title
- Add a speedrun which must contain **game** title, **category**, **player** name, and **duration**
- Retrieve top speedrun times (**player** name, **duration**) for a specified **game** title and **category**
- Retrieve top speedrun times for each category (**category**, **player** name, **duration**) for a specified **game** title
- Retrieve speedrun times (**game** title, **category**, **duration**) for a specified **player** name

Don't worry about handling duplicate or invalid data entries. You can safely assume that any input data has been pre-scrubbed and is known to be valid.

Sample Input Data

Please see the attached CSV file for sample input data. Hopefully this example speedrun data will be useful for testing your program. Note, your program's data store does not need to store speedrun data in the exact format as the CSV.