

L2BEAT Senior Engineer take-home coding challenge

In the game Old School RuneScape some players compete to get the most experience in a game mode called Ultimate Ironman. We're interested in monitoring their progress. The current leaderboard can be viewed on https://secure.runescape.com/m=hiscore_oldschool_ultimate/overall.

Monitor the changes in the leaderboard and expose an API for the data you collect. Specifically track the XP of individual players over time. We're only interested in the top 50 players. If a player appears in the top 50, track them only since they appeared. If someone stops being in the top 50, stop tracking their stats.

There exists an API endpoint that you can use. Part of the task is figuring out that endpoint. If you fail to do so you can scrape the website.

Use Node.js, TypeScript and SQLite.

What we'll be looking at:

- Code complexity
- Type safety
- Testing
- Project setup

Some tips:

- There are two games: Runescape and OSRS. We are interested in OSRS
- There are many gamemodes. We want Ultimate Ironman
- There are many different types of XP. We want total account XP

The result of your work should be a git repository hosted on GitHub or an alternative provider. You have a week to complete the assignment.