



Story

You are working on game logic implementation using Nakama. Nakama is an open source game engine for backend written using golang and supports typescript in runtime. While it is handy to use Typescript inside gamedev teams, our tech core team uses golang to write integrations to our custom internal services.

Task

You need to create an RPC function that will accept payload with type, version, hash (all parameters are optional, defaults: type=core, version=1.0.0, hash=null).

Requirements

- This function should read a file from the disk (path=\<type\>\<version\>.json)
- Save data to the database (You decide how to organize storage and what you should save there)
- Calculate file content hash.
- Response should have next fields: type, version, hash, content.
- If hashes are not equal, then content should be null.
- If file doesn't exist, then return error.
- Use defaults if they are not present in the payload.

Tech Requirements

- Write module using GO / Typescript
- Cover your custom logic with tests

Submission

Repository should contain:

- Source code
- README.md with your explanation of the solution, your thoughts, and ideas about the task, and how you would improve it if you had more time.
- docker-compose.yml file to run your code

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