Applifting FullStack test - STFUANDCLICK.com

Your task is to implement a button clicking game called STFUANDCLICK.com. You should implement it in React/Redux on FE and Node.js/RubyOnRails in the backend (bonus points for the backend;)).

All instructions follow, and we hope all would be clear.

Good luck!

Applifting

STFUANDCLICK.COM

"It's really simple, you just need to click as fast as you can."
- anonymous

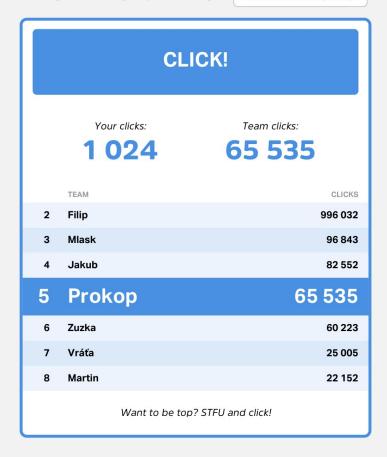


If you don't like this page, it's Applifting's fault.



Clicking for team **Prokop**

Too lazy to click? Let your pals click for you: stfuandclick.com/prokop



If you don't like this page, it's Applifting's fault.

Front-end

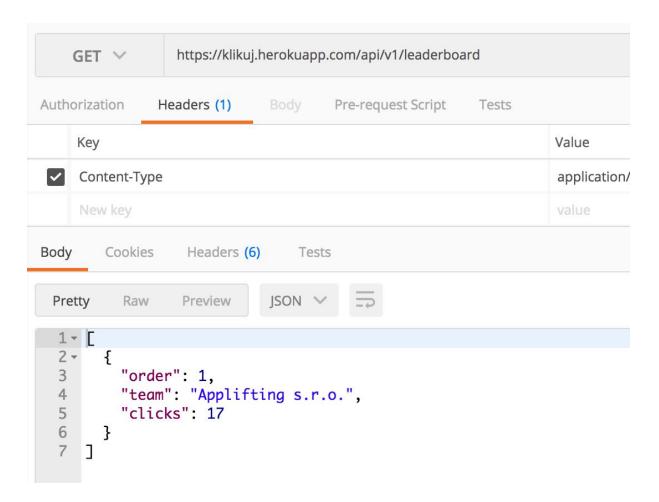
- React/Redux single page app written in typescript
- You can start by looking at this repository
 https://github.com/Applifting/react-redux-typescript to see all the required technologies
- Implement the screens as described
- The page url when clicking for a team should be team specific (something like <u>www.stfuandclick.com/myAwesomeTeam</u> so that you are able to share it with your friends
- Pay attention to create good code structure and write clean, well documented code

Back-End

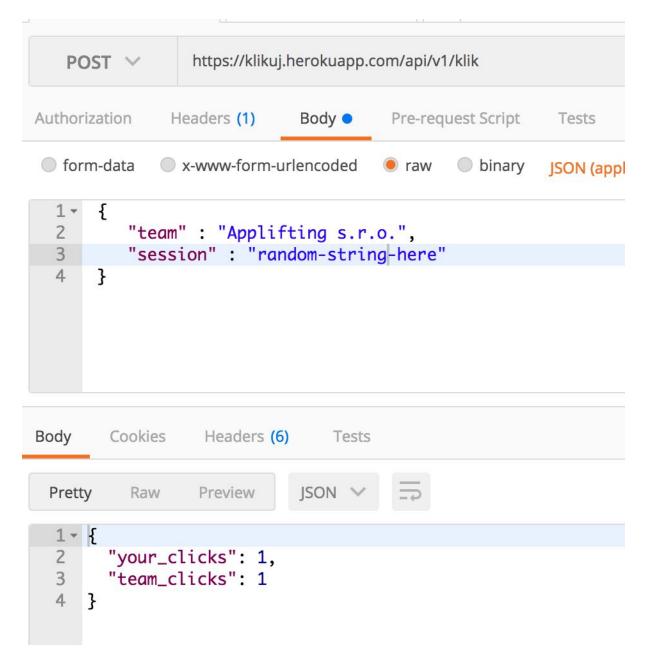
You can either implement the RESFTUL JSON API BE yourself in Node.js OR RubyOnRails (Bonus points for that!) or use our own BE that lives on the URL https://klikuj.herokuapp.com

THE API IS AS FOLLOWS

GET leaderboard



Record a click



Note that "session" parameter should be random string that is generated and stored in redux state each time you open the clicking page (so that we can track "your_clicks" statistics)

Other requirements

- Host code on Github in your account and provide us with a link
- Bonus points for deploying the service and frontend on heroku or other favorite cloud provider
- If anything is unclear, ask us through Github create issue in your repo and assign/mention @vratislav