Developer Task: Dota 2 Game State Integration Tool

Overview:

We would like you to build a web application that demonstrates your ability to integrate and display live data from a Dota 2 game using the Game State Integration (GSI). The application should be built with Node.js and Fastify for the backend, and React for the frontend.

Goal:

- The tool should display, in a web page, the draft happening and updating in real time when connected to a game.
- It should display picks, bans and current timer. An example of the current one for EWC can be found here. This is merely an example and illustrative, and we don't expect you to fully build this.
- There's no requirement on how it's displayed, we mainly want to see how you build the communication between GSI <> Backend <> Frontend.

Task Requirements:

1. **Backend**:
    - Use **Node.js or Bun,** along with **Fastify** to set up the backend server.
    - The backend should be capable of receiving and processing data from the Dota 2 Game State Integration
2. **Frontend**:
    - Use **React** to build the frontend of the application (**Tailwind** would also be a plus, but not obligatory).
    - You are free to choose how you want to display the data, but it should be clear what is happening.
3. **Game State Integration (GSI)**:
    - Configure Dota 2 to send game state data to your backend.

- Ensure your application can handle the data being pushed by Dota 2 in real-time.

Relevant Documentation:

- Official Valve's GSI documentation (same applies to DOTA).
- Good article on what the GSI is and how to set it up.

Submission:

Please submit your completed task via a GitHub repository link. Make sure your repository includes:

- The backend and frontend code.
- A README file with instructions on how to set up and run the tool.
- Any additional documentation that you think is relevant.