

Java interview project

This is a test task to demonstrate candidate's programming skills, coding style and architectural decision making.

Tools must be used

- PostgreSQL
- Firebase Firestore
- Firebase Remote Config
- Firebase Authentication
- Firebase Storage
- Java Spring Boot
- JPA, Repositories, Hibernate
- JWT Authentication

Requirements

- Create code first project based on tools above
- Create Game management app, which have very basic structure
 - Game category
 - id, title
 - Game -> Many To One with Game category
 - id, title, imageUrl, start date, end date
 - note: put image url as url from firebase storage
 - User
 - id, firstname, lastname, username, password
 - ability to login by this user
 - GameTransactions (think about fields of this class yourself)
 - Users should be able to register to game and play it if game is

not over

- Create all needed controllers and repos, services, with Crud functionality
- Controllers must be accessible by logged in user only
- CRUD should demonstrate all possible type of requests (may be swagger)
- Send the source code as a zip file, name it 'firstname_lastname_projectname.zip' and be ready to demonstrate your code and motivate your decisions.