**Exercise**

**General:**

Please Plan and Develop a system that ongoingly collects the list of games from various  sources

Each game in the list should contain the following fields:

• Date and Time

• Sport Type

• Competition’s Name

• Team Names

The system needs to store the games and identify a unique game and avoid duplications

The unique identification of a game should be using

the sport,

competition,

 teams  (regardless of their order)

in a time frame of 2 hours

The list of games should be exposed via an API for querying

Performance requirements:

• The system needs to be distributed

• It should be designed to support high scale (with potential of growth) :

 o It should support high throughput of incoming messages and always be  available to get more updates, even if it’s currently busy handling them

o The API need to support growing number of concurrent users

**Important Notes about the exercise:**

• The focus is more about design, so in order to simplify – a game has only 4 fields and  the logic is minimal (simple unique identification only)

• Same goes for sources, although the design needs to take into consideration handling many sources, please implement only one as an example, you may choose  one of the following Sources for example:

o http://www.livescores.com /

o https://superplacar.com.br/

o https://futbolme.com/