Notes

# Users

Consist of:

* Username (unique)
* Password (hashed)
* Bio
* Image (e.g., :-) )
* Elo
* Token

Things a user can do/has:

* Register and login
* Edit Profile
* Stats
  + Returns ELO
  + Total amount of pushups
* Scoreboard
  + ELO of all users
  + Total amount of reps of all users
* History
  + consists of
    - (exercise) name?
    - count
    - duration of exercise
  + Can have multiple push-up-record-entries, further can be added after training
  + Each entry starts a tournament
* Tournament
  + **If there is a tournament** 🡪 Entries of the same user will be summed
  + A tournament lasts 2mins
  + User with most push ups in sum wins
  + Winner gets +2 ELO
  + Losers get -1 ELO
  + Draws get +1 ELO

# Extras

* Security 🡪 check for token which is created at login
* Start and stop server and don’t lose any progress
* Unique feature

# Mandatory Technologies

* C# / Java as a console application
* TCP
* HTTP
* JSON (nuget (JSON.NET) /mvn-packages (Jackson); in and out format)
* SQL (no OR-Mapper)
* PostgreSQL
* NUnit / Junit

# Ideas

* Live Trash talking commentator
  + If someone who always is last joins, he will get trash talked
* Nemesis system
  + If player a beats player b everytime and player b wins that time, he gets extra points
* Winning streak
  + If someone wins a lot of times, he gets more points
* Zero to hero
  + If someone who keeps losing wins, he gets extra points
* Achievement
  + Win 3x in a row
  + Lose 3x in a row
* Cheating detector
  + Cant do 2000 push ups in 1min
* News channel
  + If someone breaks a record
  + Cheaters
  + Soemone gets dethroned
* Text-To-Speech?
  + Maybe for the comentator
  + For the winners motto
* Make a JSON which has things like:
  + Posts
  + A variable that enables or deletes debugging logs for cleaner output