Unity - C#

Creates Data, Frontend, game

AWS Lambda - Python, Node.js, Go, or C#

Triggers when data needs to be sent or received, handles backend functions

DynamoDB - NoSQL

Stores dynamic data or short term data

PostgreSQL with Amazon RDS

Stores player data or long term data

Kong/AWS API Gateway

Used to create Rest APIs when data needs to be retrieved

Ethereum - Solidity

Blockchain platform, currency works on this