Tournaaro
Tournament Management Tool

Applied Project & Minor Dissertation

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Agenda

- Project Overview
- Objectives
- Architecture
- System Design
- System Evaluation / Follows-on
- Conclusion

Project Overview

Scope: Serverless webapp to support the management of game tournaments . Serving both small business and customer in an affordable, reliable and simple manner.

Technical Aspects: Java 11/8, JSON, REACT, LAMBDA, MongoDB, CORS,API Gateway, CLOUDWATCH

Status : On Track !

Objectives

Advertisement

- Opportunity for game shops to promote tournaments that they are hosting to a target audience

Time mangement

- Allows shop admins to keep track of upcoming tournaments
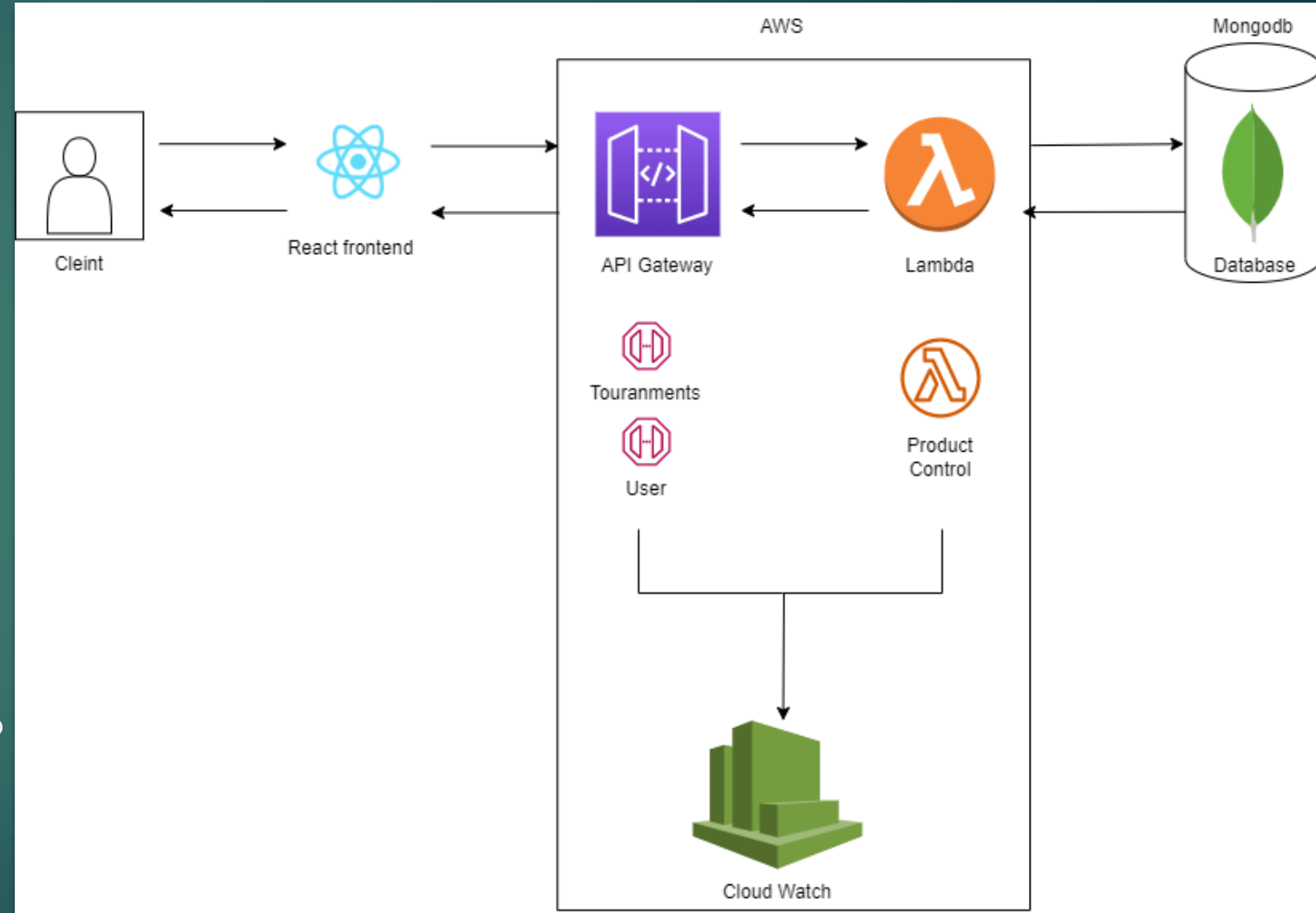- Customer are able to join, managed tournaments

ServerLess

- To show that server-less is cheaper for small time companies
- To show that it is adequately for the task
- To show technique for addressing cold starts

Architecture

1. Client
2. React frontend
   - [Wireframes](#)
   - Players to join games
   - Shop to set up tournaments
3. API Gateway (REST API)
   - Directs http traffic form frontend to lambda
   - Json
4. Lambda
   - Server-less
   - Java (Maven)
   - Writes and reads data form Mongodb
5. MongoDB for the Database
   - Stores data
6. Cloud Watch
   - System console in the Cloud

System Design

System Mockup

Final Year Project - Class Diagram
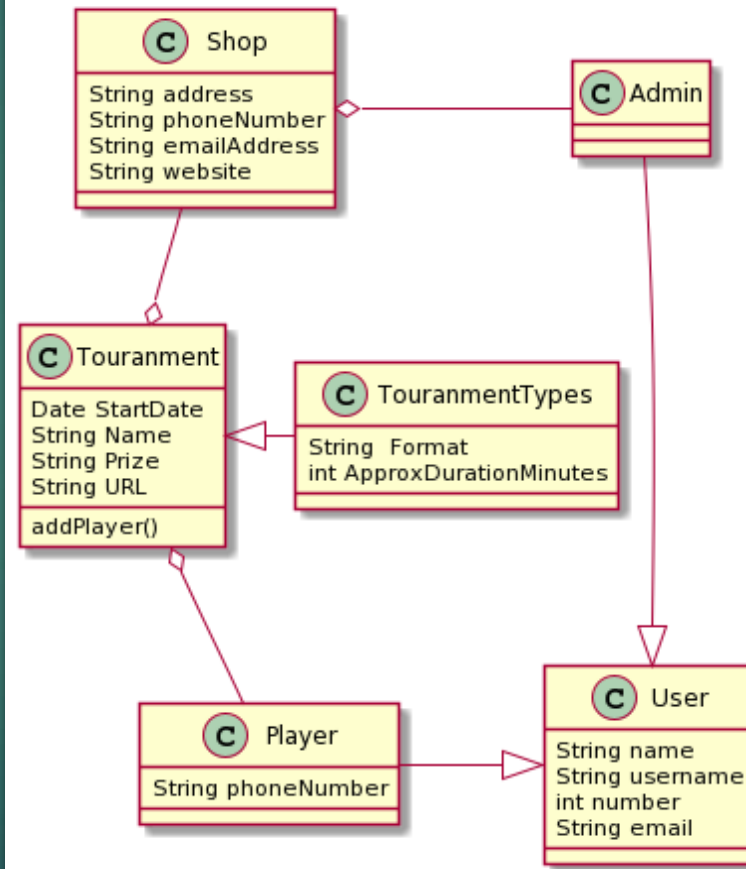
System Components

1. Shop
   - Owns and creates (via their admin) tournaments
2. Players
   - Is a type of user
3. Tournaments
   - Show

System Evaluation/ Follow-ons

- ▶ Investigated lambda and researched serverless

- ▶ Able to send a get request form the react client side and able to receive inform form the Mongo dB using a serverless Aws Lambda and API Gateway

  - ▶ Reduce the cold start of 8 - 9seconds(8988 avg) down closer to a hot start of 801.37 ms

- ▶ Using Maven to build a Fat Jar for AWS Lambda

- ▶ Configured API Gateway (json) to interface with Lambda

- ▶ Design React Client Application   & ensure functionality

  - ▶ Need to investigate AWS Amplify in order to go serverless for the React Client on web.

- ▶ Evaluated the cost of running serveless it is quite cheap

  - ▶ Using free AWS tier for AWS Lambda, API Gateway (cloudwatch 5GB Data)

  - ▶ Mongodb will only charge is 27 cents per every million uses

Conclusion

▶ Conducted productive research into serverless – its benefits & implementation

▶ Developed a working base in which I can **pull** and **get post requests** using serverless

▶ Concrete scope & development plan for next semester in what is needed to achieve objectives outlined.

▶ Draft Wireframes to compliment scope and overall vision

▶ Combined learnings of new technologies (Serverless & Lambdas) with elements from previous modules.