



Tournadaro

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

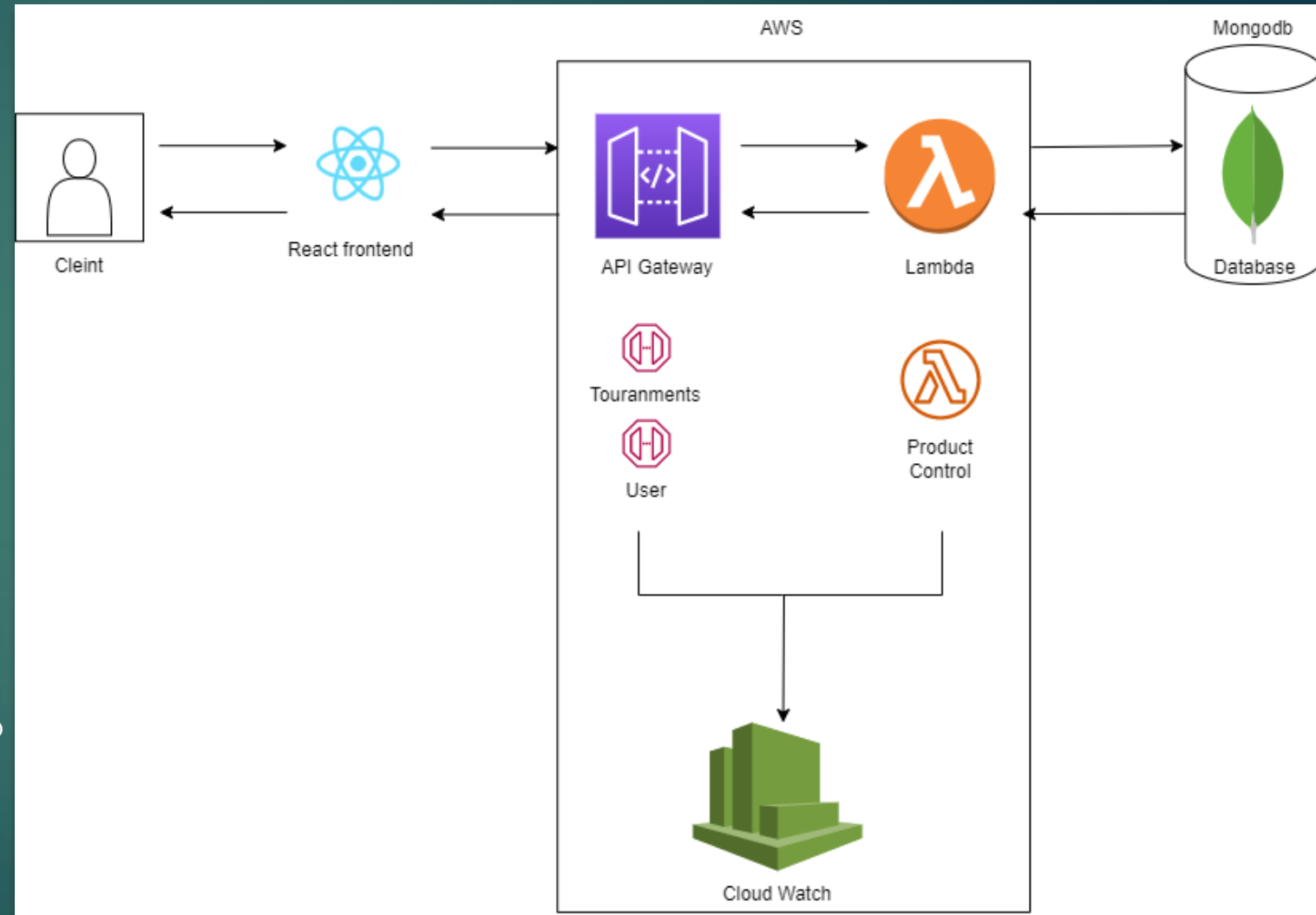


ServerLess

- 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 from frontend to lambda
 - Json
4. Lambda
 - Server-less
 - Java (Maven)
 - Writes and reads data from MongoDB
5. MongoDB for the Database
 - Stores data
6. Cloud Watch
 - System console in the Cloud



System Design

Home Match Making Open Game **Current Games** User Profile Log Out

Add Delete

Game Name 2
Game and Type
When it starts and how long
Total/Joined Players

Game Name 4
Game and Type
When it starts and how long
Total/Joined Players

Home Match Making **Open Game** Current Games User Profile Log Out

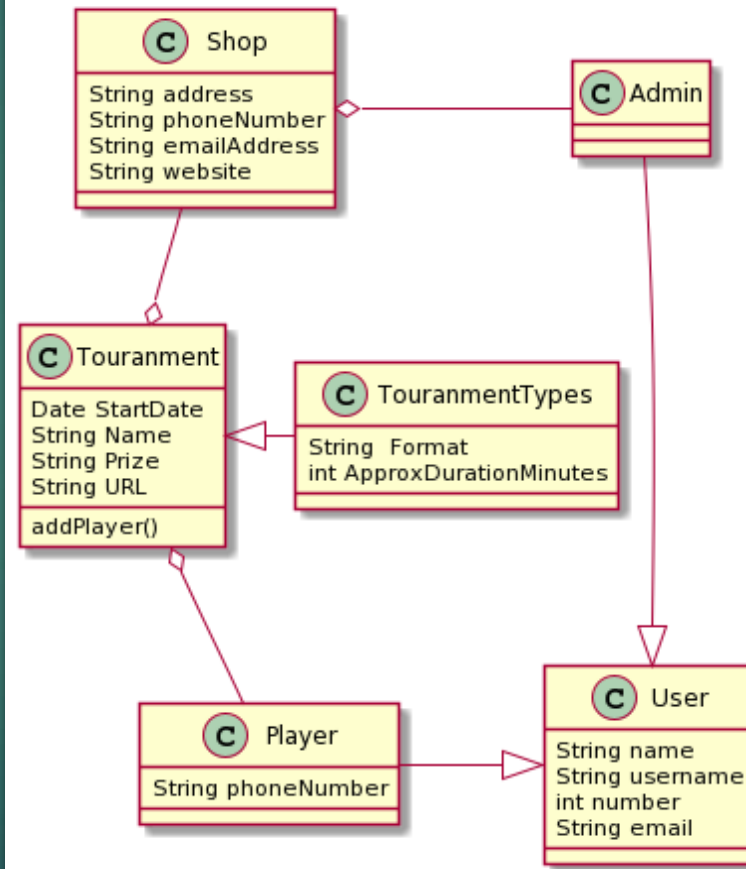
Game Name 1
Game and Type
Description
When it starts and how long
How many Players

Game Name 3
Game and Type
Description
When it starts and how long
How many Players

Game Name 4
Game and Type
Description
When it starts and how long
How many Players

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 from the react client side and able to receive inform from 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
 - ▶ <https://www.capitalone.com/tech/cloud/aws-lambda-java-tutorial-reduce-cold-starts/>
- ▶ 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 serverless 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.