Architecture Flow

Holds the events/messages that trigger data fetching from the external game API

Receives the client request to trigger a data fetch for game item prices

Automatically triggered by **SQS** to:
- Fetch data from the external API (real-time in-game prices).
- Store the data in **DynamoDB**.

Send Requests to retrive item prices

Client

Amazon API Gateway

Pushes Events to SQS Queue

queue

Lambda Function

Where we retreive game prices from

Displays Database to Client so that they can view prices

Amazon DynamoDB

A NoSQL database where the item prices are stored