Sprint 3

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# Sprint Goals

My main goals for Sprint 3 were implementation-related and also additional researching. For this sprint I wanted to make:

* fully working Account service
* fully working Payment service
* fully working Player service
* gRPC client and server for internal microservices communication
* automated service testing
* CI pipelines to test & build each microservice and create and push a docker image afterwards to DockerHub

# Spring Achievements

For the last spring I managed to fix bugs in the microservices and first and foremost, I managed to build 3 fully working backend services. 2 of my services communicate with each other through gRPC. I also made CI pipelines which are testing and building the project, after that the pipeline creates a new Docker image and push it to DockerHub.

I connected my player service to google cloud storage where the service gets the music files from and stream them in chunks to the client.

I added service tests to my account service & also to the payment service.

Link to Google Drive Documentation Folder - <https://drive.google.com/drive/folders/1MpMt6adK3v496MlQmbFwk9JCCyztA3k5?usp=sharing>

Link to my Jira board - <https://mobieye.atlassian.net/jira/software/projects/PLAYJ/boards/10>

Link to my GitHub - <https://github.com/JordanRad/play-j>