Sprint 4

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# Sprint Goals

My main goals for Sprint 4 were deployment-related topics and bug fixes.

Deploy All services to Google Kubernetes Engine along with setting up CloudSQL and Google Cloud storage.

# Spring Achievements

For the last sprint I managed to fix some bugs in my server applications. Setting up the production environment was my main goal and what I managed to finish was the following:

* Deploy Account service API to GKE
* Deploy Payment service API to GKE
* Deploy Player service API to GKE
* Create Cloud PostgreSQL for account service
* Create Cloud PostgreSQL for payment service
* Create Cloud PostgreSQL for player 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>