

# Assessment

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## Document Level Classification

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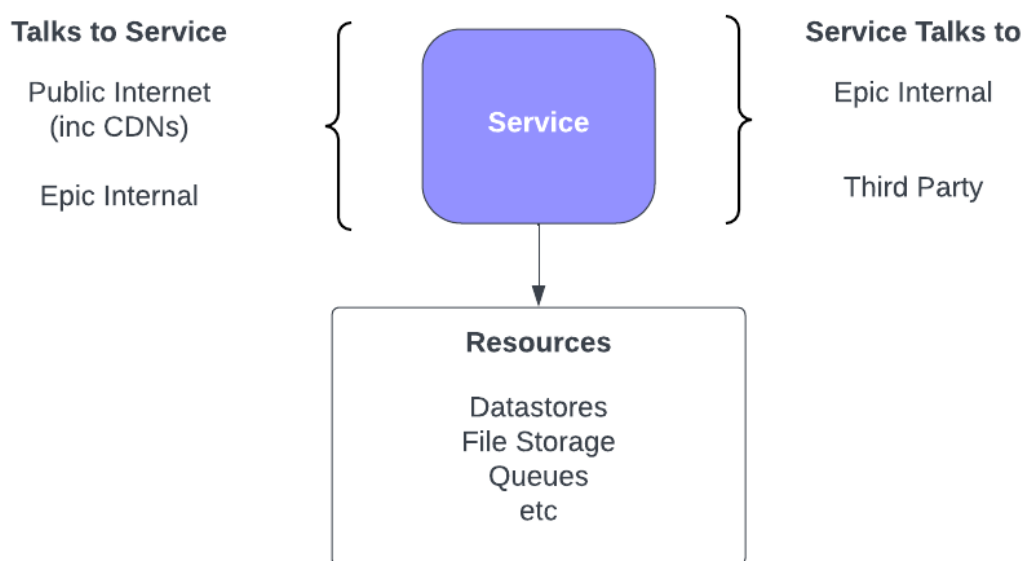
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The process of a migration begins with performing a service assessment. This is a fact finding process to determine what exactly you will migrate to

substrate. The information gathered here will be used throughout the whole migration effort.

## Service Workloads

The first step is to assess and document the workloads of your service. It helps to approach this from a service centric perspective and assess what talks to your service, what your service talks to and the resources your service requires to operate.



To help service teams produce assessments, the Inflow Tool will produce a spreadsheet with your service resources broken down per environment, and a Migration Worksheet, broken down into sections to reflect the above structure across all environments.

### To produce this spreadsheet

Go to <a href="https://inflow.ol.epicgames.net/team/service">https://inflow.ol.epicgames.net/team/service</a>	

Find your service in the list or use the search feature

#### Services (279)

Service	Team	Data Storage	Corr
account-mangler-service	team-ecosec	-	F (0)

Click the Google Drive icon on the right side of the list and click "Upload Now".

2018-08-15

Service's Infra Data Updated and Ready to Upload!

After the file has been generated, click the Google Drive icon again to open the spreadsheet.

Upload Infra Data to Team Drive

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This video guides you through the process.

▼ Inflow Worksheet generation video. [Click here to expand...](#)

[output.mp4](#)

## Understanding the Worksheet

The information in these sheets may not be completely accurate as it is an export based on multiple sources (tag\_roles, tagging, network logs, etc) - the onus is on you to check the accuracy of the information and to correct any errors or omissions.

## Coversheet: Migration Worksheet

This is a cover sheet that summarizes all the resources and dependencies across environments. It is used to give you a general high level view of your service so that you can begin to understand the magnitude of the migration effort. This sheet will be used to review your migration plan and will contain information used later on during Planning and Implementation.

The sheet is broken down into sections to reflect the above service structure and prompts for information based on the section and type of resource.

	A	B	C	D	E	F	G
1	Substrate Migration Worksheet						
2	Service Name	Service ID	Team	Owner	Contacts		
3	Account Service	euaid-7apbqhm	identity	sean.maloney	online-identity@epicgames.com online-identity-oncall@epicgames.opsgenie.net		
4							
5	General						
6	Which AWS Accounts will be used for Dev and Live?						
7	Who is leading the migration?						
8	Provide link to a JIRA Epic						
9							
10							
11	Service Resources						
12	Resource	Type	Environments	Migrate to Substrate	Teams Involved in Migration	Notes	
13	loadtest-account	ASG	loadtest	<input type="checkbox"/>			
14	account-service	ASG	ci,gamedev,loadtest,stage,prod	<input type="checkbox"/>			
15	/apikeys/xxx98vbf	ApiGateway		<input type="checkbox"/>			
16	/restapis/tyd85gd	ApiGateway		<input type="checkbox"/>			
17	/apikeys/gk1smalq4	ApiGateway		<input type="checkbox"/>			
18	/restapis/0zwpeluf	ApiGateway		<input type="checkbox"/>			
19	targetgroup/account-svc	ELB	prod	<input type="checkbox"/>			
20	listener/app/account-service	ELB	ci,gamedev,loadtest,stage,prod	<input type="checkbox"/>			
21	loadbalancer/app/account-service	ELB	ci,gamedev,loadtest,stage,prod	<input type="checkbox"/>			
22	targetgroup/account-service	ELB	ci,gamedev,loadtest,stage,prod	<input type="checkbox"/>			
23	listener-rule/app/account-service	ELB	ci,gamedev,loadtest,stage,prod	<input type="checkbox"/>			
24	loadbalancer/net/account-kws-endpoint	ELB	gamedev	<input type="checkbox"/>			
25	loadbalancer/net/account-service	ELB		<input type="checkbox"/>			
26	targetgroup/acc	ELB		<input type="checkbox"/>			
27	listener/net/account-service	ELB		<input type="checkbox"/>			
28	instance-profile/account-service	IAM	ci,gamedev,loadtest,stage,prod	<input type="checkbox"/>			
29	policy/account-service	IAM	ci,gamedev,loadtest,stage,prod	<input type="checkbox"/>			
30	Zce51c33-9760-49d2-924c-458296770d4a	Lambda		<input type="checkbox"/>			
31	account-merge-api-lambda	Lambda		<input type="checkbox"/>			
32	account-service-sqs-to-s3-lambda	Lambda	gamedev	<input type="checkbox"/>			
33	account-deletion-cleanup	Lambda	gamedev	<input type="checkbox"/>			
34	healthcheck/9410da9e-5736-43fe-8ff0-83dea07f4067	route53		<input type="checkbox"/>			
35	Data Storage						
36	account-rd	ElastiCache	stage	<input type="checkbox"/>		<input type="checkbox"/>	
37	throttling	ElastiCache	prod	<input type="checkbox"/>		<input type="checkbox"/>	
38	account-memcached	ElastiCache	gamedev,loadtest,stage	<input type="checkbox"/>		<input type="checkbox"/>	
39	account-redis	ElastiCache	gamedev,loadtest,prod	<input type="checkbox"/>		<input type="checkbox"/>	
40	om-mongo-idoc-common	MongoDB		<input type="checkbox"/>		<input type="checkbox"/>	
41	account-service-sqs-messages	S3	prod	<input type="checkbox"/>		<input type="checkbox"/>	
42	account-service-account-lapse	S3		<input type="checkbox"/>		<input type="checkbox"/>	
43	Message Bus						
44	account_internal_e_new	SNS	ci	<input type="checkbox"/>			
45	account_account_event_e	SNS	ci,gamedev,stage,prod	<input type="checkbox"/>			
46	account_service_gdpr_ex	SNS	ci,gamedev,loadtest,stage	<input type="checkbox"/>			
47	account_data_scrubber_e	SNS	ci,gamedev,loadtest,prod	<input type="checkbox"/>			
48	account_data_scrubber_q	SQS	ci,gamedev,loadtest,stage,prod	<input type="checkbox"/>			
49	account-service-sqs-to-s3-q	SQS	gamedev,prod	<input type="checkbox"/>			
50	account_service_gdpr_q	SQS	gamedev,loadtest,stage,prod	<input type="checkbox"/>			
51	account_service_data_orchestrator_q	SQS	ci,gamedev,prod	<input type="checkbox"/>			
52	account_scopes_q	SQS	ci,gamedev,loadtest,prod	<input type="checkbox"/>			
53	account_service_sanitization_q	SQS	ci,gamedev,loadtest,stage,prod	<input type="checkbox"/>			
54	account_q_new	SQS	ci	<input type="checkbox"/>			
55	account_service_suspected_lapsed_q	SQS	ci,gamedev,loadtest,stage,prod	<input type="checkbox"/>			
56	account_realid_event_q	SQS	gamedev,stage,prod	<input type="checkbox"/>			
57	account_client_service_q	SQS	ci,gamedev,loadtest,prod	<input type="checkbox"/>			
58	WAF						
59	regional/psnet/account-service	WAF	stage	<input type="checkbox"/>			
60	regional/webaci/account-service	WAF	prod	<input type="checkbox"/>			
61							

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Migration Worksheet ▾

CI ▾

GAMEDEV ▾

LOADTEST ▾

PROD ▾

STAGE ▾

Other ▾

## Environment Sheets

Each environment has a sheet that lists in more detail the resources and dependencies in that environment, reflecting the above service structure. It breaks these down into Resource Types to help categorize them and links to those resources in your AWS console.

In addition it lists the DNS records used by this service in this environment - this information will be needed for the cut-over process later on.

## Teams Involved in Migration

Beside each resource and service there is a field for teams involved in migration. These are the teams you may need to organize support in carrying out that work for that resource. For example this may be the Database team in moving MongoDB. Take the time now to review what teams may need to be involved.

### **Populate Worksheet**

Take the time now to review the information in this worksheet and correct any errors or add any information that is missing.

1. Add any CDNs used to the Incoming Services - External section as these are not automatically populated.
2. Add the teams you may need to include to help migrate resources.
3. Add the Slack channels of the teams for the services that talk to your service and your service talks to.

## Complexity Rating

Now that you have a general picture of your service, it's time to create a complexity rating. Each service is rated from 1 to 5 based on migration complexity, where 1 is the simplest and 5 is the most complex. We're using this rating to allow for better planning and execution by identifying

which services can be moved quickly and which need more time and resources.

Complexity Rating	Description	Key Factors
1 (Low Complexity)	<ul style="list-style-type: none"><li>• Simple Configuration</li><li>• Minimal downstream/upstream dependencies</li><li>• Can sustain downtime without operational risks.</li><li>• No service refactoring needed</li></ul>	<ul style="list-style-type: none"><li>• Simple Migration</li><li>• Can just 'shift and lift'</li><li>• Few dependencies</li><li>• Low resource consumption</li><li>• Can be moved with low effort around 1-2 (2W) Sprints full-time for a few engineers.</li></ul>
2 (Slight Complexity)	<ul style="list-style-type: none"><li>• Basic configuration</li><li>• Some limited dependencies and coordination needed</li><li>• Some little refactoring is needed on the service level to run on EKS and support auto-scaling.</li><li>• Can sustain very limited downtime but easily mitigated</li><li>• Low resource usage, like small RDS and one S3 bucket</li></ul>	<ul style="list-style-type: none"><li>• Minor adjustments to service or configuration needed</li><li>• Very minimal dependencies and coordination needed</li><li>• 3-4 (2W) Sprints Needed for a few engineers to move it. Around 1 Q of an effort.</li></ul>

Complexity Rating	Description	Key Factors
3 (Moderate Complexity)	<ul style="list-style-type: none"> <li>• Moderate complexity of dependencies and configuration</li> <li>• Some re-architecture and refactoring required of underlying services to be able to run on EKS or similar</li> <li>• Few dependencies that need close coordination</li> </ul>	<ul style="list-style-type: none"> <li>• Dependencies on other services and coordination are needed.</li> <li>• Requires some re-architecture of parts of the service to fit modern AWS technical stack</li> <li>• Up to a Quarter and a half worth of work (5-6 Sprints)</li> </ul>
4 (High Complexity)	<ul style="list-style-type: none"> <li>• Extensive configuration of state and significant dependencies</li> <li>• Requires close coordination with upstream, and downstream teams</li> <li>• Complex refactoring is needed for services to run on EKS or similar</li> <li>• High Resource usage and performance tuning required</li> </ul>	<ul style="list-style-type: none"> <li>• Complex dependencies and/or shared state</li> <li>• Substantial refactoring needed</li> <li>• Needs coordination</li> <li>• Up to 1-2 Quarters of work (about 8 sprints).</li> </ul>
5 (Very High Complexity)	<ul style="list-style-type: none"> <li>• Critical Business Functionality</li> </ul>	<ul style="list-style-type: none"> <li>• Critical service with high risks to run and operate.</li> </ul>

Complexity Rating	Description	Key Factors
	<ul style="list-style-type: none"> <li>• Major refactoring is needed to the level of re-write and redesign to be able to run on EKS or similar modern infrastructure</li> <li>• Complex integrations and shared state, like SNS, SQS queues with downstream/upstream services</li> </ul>	<ul style="list-style-type: none"> <li>• Needs a major redesign and/or rewrite.</li> <li>• Huge state footprint to migrate.</li> <li>• Up to 2-3 Quarters of work about 8-12 sprints.</li> </ul>

## Migration Overview Doc

Now is time to fill out the Overview Doc with the relevant information that you've gathered from the above process.

 Use the [[TEMPLATE](#)] provided to create this document.

The template prompts you to answer questions. Keep in mind that these are high-level estimates to help guide the migration effort - don't sweat over the exact timelines or numbers.

## Outcomes

By the end of this assessment you should have an Overview Doc and Worksheet spreadsheet for your service, updated with the relevant information:

- Any missing resources or services in the relevant areas.
- Teams that may need to be involved in moving that resource.
- A Complexity Rating for the migration.



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