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LOGOUT

OPEN HACK ENVIRONMENT 

OVERVIEW

OPEN HACK GUIDE

PROVIDE FEEDBACK

(/)

[← PREVIOUS CHALLENGE](#)[LOGOUT](#)[NEXT CHALLENGE →](#)**Mark Complete**

Challenge 4 - Welcome to management

Background

As mentioned in Challenge 3, a cluster allows you to minimize the friction that often comes with deployments, scaling, and upgrades. However, initiating these processes manually via `kubectl` commands or Service Fabric PowerShell scripts can begin to feel just as tedious. Your players also have no way to lookup your servers.

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Challenge

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Your team's goal in this challenge is to create a REST API to: list, add and delete instances from your cluster **and** a web application which provides an intuitive visual interface on top of your API for administrators to manage your cluster and players to lookup available servers.

You should also ensure that your telemetry and monitoring solution is kept up to date, and is integrated into web application in a useful way.

The REST API for listing servers should return a JSON array of tenants with the following properties. You may include additional properties in the response as desired, but they will be ignored by the automated verification:

```
[
  {
    "name": "<some arbitrary name>",
    "endpoints": {
      "minecraft": "<publicly available IP:port>",
      "rcon": "<publicly available IP:port>"
    }
  }
]
```

An example response might look like:

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```
[
  {
    "name": "tenant1",
    "endpoints": {
      "minecraft": "128.124.90.1
5:25565",
      "rcon": "128.124.90.15:255
75"
    }
  },
  {
    "name": "tenant2",
    "endpoints": {
      "minecraft": "128.194.90.1
6:25565",
      "rcon": "128.194.90.16:255
75"
    }
  },
  {
    "name": "tenant3",
    "endpoints": {
      "minecraft": "128.194.90.1
6:25566",
      "rcon": "128.194.90.16:255
76"
    }
  }
]
```

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Success Criteria

- Your REST API should be able to add and remove instances from your cluster.
- Your REST API should return a list of servers that meets the above specification.
- Your web application should allow players to view a list of available servers, with relevant information to allow them to connect directly.

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- Your web application should have

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an

administrative interface that the cluster and instances can be managed from.

- Submit an endpoint for your REST API server-list to the OpenHack portal. The portal will verify that the response meets our specification and that connections can be made to the returned endpoints,
Ensure you have scaled your cluster

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so
that
your
API
returns
more
than
1
instance.

LOGOUT

- Demonstrate
your
web
application
to
a
coach,
and
be
sure
to
point
out
the
management
functionality,
and
telemetry
and
monitoring
options
you
have
included.

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References

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- Hint:
there
are
no
points
for
style,
but
it
helps!
- [docs.microsoft.com](https://docs.microsoft.com/en-us/azure/)
([https://docs.microsoft.com](https://docs.microsoft.com/en-us/azure/)
[/en-](https://docs.microsoft.com/en-us/azure/)
[us/azure/](https://docs.microsoft.com/en-us/azure/))
Is
a
great
place
to
start
considering
options
for
your
solution
here.
- [Azure](https://docs.microsoft.com/en-us/azure-)
[Functions](https://docs.microsoft.com/en-us/azure-)
([https://docs.microsoft.com](https://docs.microsoft.com/en-us/azure-)
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[us/azure](https://docs.microsoft.com/en-us/azure-)
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functions/

offer

an

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alternative

approach

for

some

functionality

that

may

be

useful

in

this

or

future

challenges.

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