## Transport kafka Flink Raw data from client Aggregate player-vehicle statistics (crew • Expose aggregated data to game client. The feature must update statistics in near real-time after a battle is completed. Aggregations streaming client client db · The system must handle data retrieval and aggregation for up to 10 thousand requests · The Data Assistant must load statistics · The data pipeline must process and aggregate raw battle data for up to 100000 Aggregations Clickhouse Redis

Redis updater service

DWH

Airflow \ Dagster \

Airbyte

**Functional Requirements:** 

Non-functional Requirements:

per second.

within 10 seconds.

battles per hour.

skills, boosters, equipment, etc).