

Serverless Services

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1. Retrieving player profile information

Name : GetPlayerInfo

Api endpoint : <https://a4g6194i43.execute-api.us-east-2.amazonaws.com/default/GetPlayerInfo>

Description : This lambda function uses GET request and Query Params. This function get params from event using event["queryStringParameters"]. It accesses to dynamoDB and get table. Using table, it gets information based on user_id that got from params. For query params, key should be user_id and value can be from 001 ~ 010. Output will be a dictionary containing key and value and it will look like this {

```
"name": "Junho",  
"skill_level": "2400",  
"user_id": "002"  
}
```

2. Updating player profile information based on match results

Name : UpdatePlayerInfo

Api endpoint : <https://6w26z2v5vj.execute-api.us-east-2.amazonaws.com/default/UpdatePlayerInfo>

Description : This lambda function uses PUT request and Body. This function get body information using event['body'] and accesses to dynamoDB to get table. Using table and information from body, it will update table contents. For input body, it should be raw and format should be

```
{  
  "user_id" : "002",  
  "skill_level" : "2400"  
}
```

Output will be updated player's information send by client as dictionary and look like this

```
{  
  "user_id": "002",  
  "skill_level": "2420"  
}
```

3. Outline for the database

Fields : "user_id", "skill_level", "name"