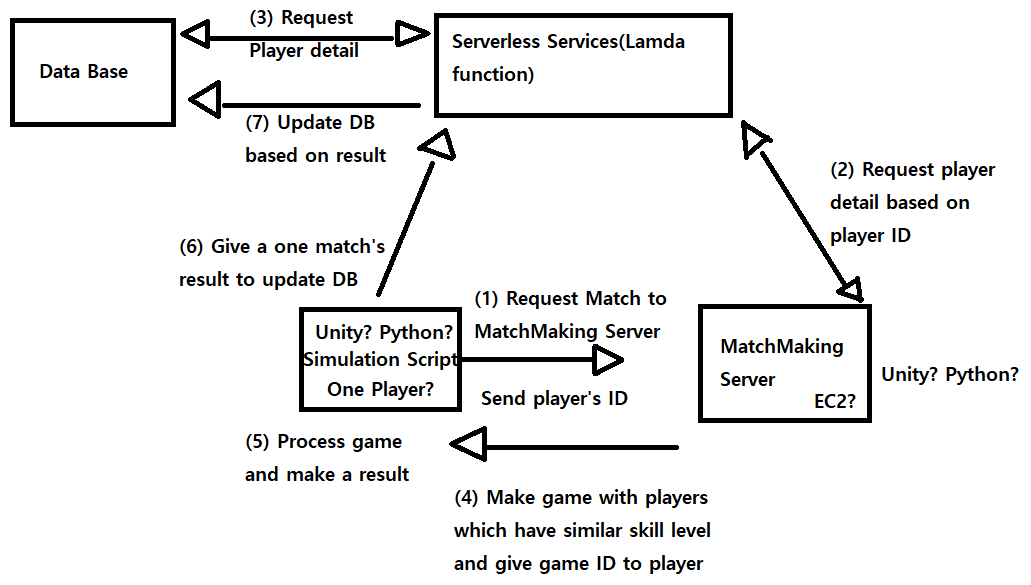
**Matchmaking Architecture**

Doosung Jang, 101175013



1. First Simulation Script gets input of number of game. This will be how many games will be matched and run. Simulation Script make all players to request join a game. Simulation script will be multi thread and each thread will be a single client.

2. When MatchMaking Server gets request from a client, it request player’s detail information to Serverless Services(Lamda function) using player’s ID it got from player. First it tries to match a game with other players waiting in lobby, If matched a game, it will send game ID to all three players. If couldn’t match a game, add client to waiting lobby.

3.Serverless Services(Lamda Function) get player’s info from DB and send it back to MatchMaking Server.

4.Based on player’s info it just got from Serverless Services, it will make a game containing player and other two users based on skill level and send game ID to player.

5.In simulation script, it will run game containing 3 users.

6.Once game has finished, it will send result of the game to Serverless services.

7.Serverless services will send result of the game to DB to update 3 users’ info.