**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 lamda 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 lamda 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”