Virtual Design Master - Challenge 1

We've had quite a journey so far during the first three seasons of Virtual Design Master. We've had to survive the zombie apocalypse and evacuate our planet. We've needed to support human life on the moon and Mars, and now, we're going back to earth.

We ended last season by giving the zombies a taste of their own medicine. Thanks to Steven, last season's Virtual Design Master, the zombie anti-virus was applied by the Zombie Assassin System. Over the last year, we've monitored the zombies closely and it seems most of them no longer exist.

It is time to take back our planet, but before we can, we need an infrastructure to support re-colinization. Does everyone remember the warehouse of 5 year old hardware from Season 1? Unfortunately it isn't usable any more.

Luckily our billionaire friend has been recruiting to re-build his empire, and his first order of business is datacenter hardware. Since we're starting from the ground up, you can use any type of hardware you would like, even if it doesn't exist yet. While the sky is the limit, remember to justify your hardware decisions.

Unfortunately, we are still limited by software. You can use any cloud software suite you would like that exists today, and you can assume it will run on the new hardware.

Prepare a multi site environment for the world's new infrastructure. Your primary site is on Earth, wherever you would like it, and your secondary site is on the moon. The most critical application is the HumanityLink software suite, which consists of three front end web servers, one database, and two application servers. Performance of this software is paramount. The environment must also support 25 web servers, 5 databases, and 10 application servers.

Document submission is **due Tuesday June 28th at 10 AM Eastern Time**.

Email the final design to eric@discoposse.com for review. PDF is preferred.

Good luck everyone!