

HighPerformance, Secure Web App Architecture — PokeAPI Integration

Overview

This document unifies modern best practices for a hightraffic web/mobile app that connects to an API, tailored to the

System Architecture

- Client: Web (SSR/ISR/CSR) and Mobile (offlinecapable caches)
- Edge: CDN + WAF, TLS 1.3, HTTP/3, bot mgmt, rate limits, image optimization
- BFF: BackendforFrontend (same eTLD) with HttpOnly cookies (web) / shortlived tokens (mobile)
- API Gateway: AuthN/Z, schema validation, quotas, circuit breakers, idempotency keys
- Services: Modular monolith or microservices; mTLS; async workers for heavy jobs
- Data: Postgres (RLS), Redis (cache/queue), Object storage, search index
- Observability: OpenTelemetry traces/metrics/logs; dashboards with p50/p95/p99 latency

Security

- HttpOnly, Secure, SameSite cookies for web; WebAuthn/passkeys for login
- CSRF tokens; strict CSP with nonces; Trusted Types
- Input validation with JSON schemas; output encoding by context
- mTLS service to service; least privilege IAM; secrets in vaults
- RBAC/ABAC; DB RLS; transport/storage encryption
- Supply chain: SBOM, dep scan, container signing, provenance

API Performance

- Edge caching (CacheControl, ETag, stalewhilerevalidate)
- SSR/ISR streaming; code splitting, tree shaking
- Redis L2 caching (TTL tiers)
- Async jobs with queues; prefetch hot data
- Idempotency keys for writes; retries with backoff+jitter
- Read replicas; connection pooling; request hedging

PokeAPI Primer

- Base URL (REST v2): <https://pokeapi.co/api/v2/>
- Lists paginated (default 20 items) with limit & offset
- GraphQL beta: <https://graphql.pokeapi.co/v1beta2> (POST only)
- No strict server side rate limits, but caching encouraged
- Key resources: `/pokemon/{id}`, `/pokemon-species/{id}`, `/evolution-chain/{id}`, `/type/{id}`, `/move/{id}`

Integration Design

- BFF proxies all calls; never expose PokeAPI directly
- Redis caches hot endpoints (species, types, moves)
- TTL: 12–24h static; 1–6h lists; 5–30m search results
- Token bucket limiter per tenant + global; backoff on 429/5xx
- Normalize filters to PokeAPI params (limit/offset)

UX Wireframes & Interfaces

Discover (Desktop):

```
+-----+
| Search [____] [Type ■] [Gen ■] [Sort ■] |
| Chips: Fire X Water X                    |
+-----+
| Grid: Pikachu | Charmander | Bulbasaur |
|   ★ HP:35 |   HP:39 |   HP:45 |
|   ATK:55 |   ATK:52 |   ATK:49 |
+-----+
Footer: Data timestamp; attribution
```

Mobile (Bottom Sheet):

```
+-----+
| Search bar |
+-----+
| Bottom sheet |
| Pikachu    |
| Charmander |
+-----+
```

Detail View:

```
+-----+
| Pikachu #25 [Electric] ■ [Share] |
| [Artwork]                        |
| Tabs: Stats | Abilities | Moves | Evol. |
| Stats: radar chart, base values |
| Evolutions: Pichu → Pikachu → Raichu |
+-----+
```

Data & Caching Strategy

- Long-lived cache (12–24h): species, types, moves
- Medium (1–6h): lists, evolution chains
- Short (5–30m): search results
- Redis keys include tenant/user and filters
- Tag-based invalidation for projections
- Precompute hot projections (e.g., type matchups)

Deployment & Ops

- Stateless services on Kubernetes/ECS; autoscaling; multi-AZ
- Blue/green & canary deploys with feature flags
- DR tested; defined RPO/RTO; run game days
- CI/CD: tests, scans, signed artifacts, SBOM
- Observability: OTel end-to-end; dashboards for latency/error/saturation
- SIEM for security monitoring

Checklist

- ✓ TLS 1.3 + HSTS; CDN/WAF + bot rules
- ✓ BFF with secure cookies / short-lived tokens
- ✓ API gateway with validation & circuit breakers
- ✓ Redis caching with TTLs; background prefetchers
- ✓ Observability wired end-to-end
- ✓ CI/CD with tests, SAST/DAST, signed images
- ✓ Accessibility & i18n verified
- ✓ DR plan validated

References

- PokeAPI REST docs: <https://pokeapi.co/docs/v2/>
- PokeAPI GraphQL beta: <https://pokeapi.co/docs/graphql>
- Fair use / caching: <https://docs.airbyte.com/integrations/sources/pokeapi>