

Software Architect Design for Quiz Game

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Change logs

Date	Version	Change history	Author
Oct 5, 2024	0.1	Init	@nguyen canh toan

I. GENERAL

1.1 Objective

Real-time quiz feature for an English learning application. Allow users to answer questions in real-time, compete with others, and see their scores updated live on a leaderboard.

1.2 Scopes

- User Participation:**
 - Users should be able to join a quiz session using a unique quiz ID.
 - The system should support multiple users joining the same quiz session simultaneously.
- Real-Time Score Updates:**
 - As users submit answers, their scores should be updated in real-time.
 - The scoring system must be accurate and consistent.
- Real-Time Leaderboard:**
 - A leaderboard should display the current standings of all participants.
 - The leaderboard should update promptly as scores change.

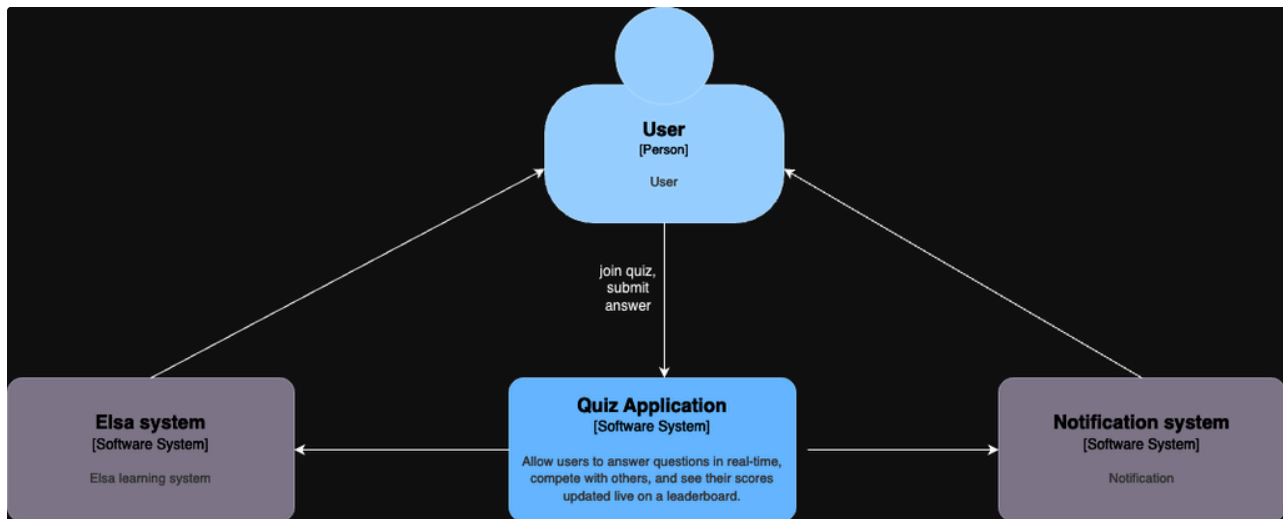
II.KEY TECHNICAL DECISIONS

2.1

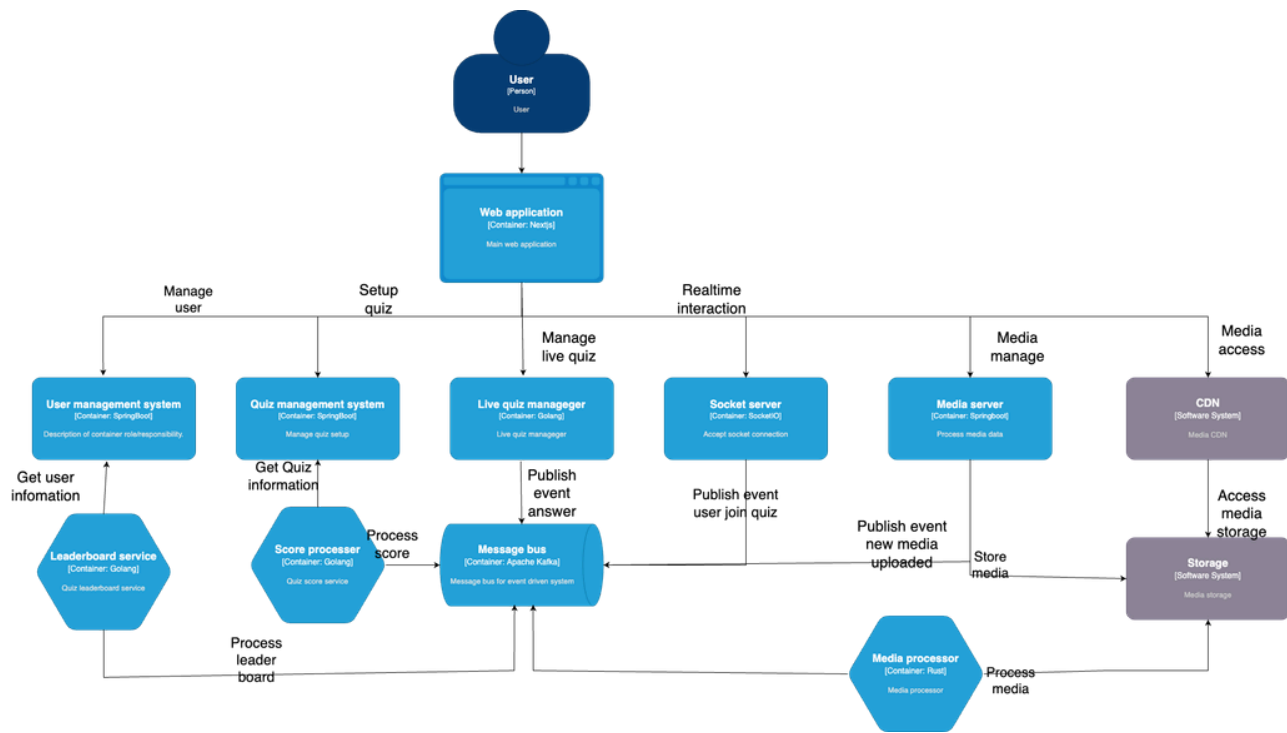
No	Group	Key Architect	Scope	Decisions & Reasons
1	Infra	Elastic container	Service deployment	Fully Managed Container Solution – Amazon Elastic Container Service (Amazon ECS) - Amazon Web Services
2	Database	Mysql	Database	Relational database
3	Programing language	Java		
4	Programing language	Golang		
5	Programing language	Nodejs		
6	Mobile	Flutter		
7	Web	Typescript		

III. SYSTEM ARCHITECT

3.1 Domain landscape



3.2 Product landscape



3.3 Physical model

IV. INTEGRATIONS

V. TECHNICAL SPECIFICATIONS

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