1. Dream11 - Fantasy Gaming Platform

User - List of upcoming matches (entry fee, max allowed users) -> List of players -> Submits his team

User-> wallet entity
max limit = 10K

M -> T1 and T2 (player - Team one to one mapping)
Traffic is very spiky (90% of team submission in last 15 min)

Requirements:

API:

POST: continueAsAnUser/

{
       mOBILE:
       eMAIL:
}

GET : getUserConfig/ - Wallet details

{

}

GET getAllMatches/ - Sorting order - [Match start time -Default] [Order by - entry fee, order by price amount , max people allowed]

GET getMatchDetails/__match_id__

POST submit/ - Validated - wallet money

createTeam

1. Two phase commit

   Payment

   Commit -

Single phase commit process

{

    Team: [
    1,3,4,5,67,7,7
]
User_id,
Math_id,
}

Steps for submit team (all sequential steps) (input 100 req./sec)
1. Wallet balance check
2. Match max limit -> through cache -> if fail then DB
3. Whether amount -> through DB (20 users)
4. Book one -> increase curr counter in the cache, (async call to DB) (will be successful,
   a. Weather….)
5. Unsuccessful - revert the wallet balance---> this will be very frequent for each match

1. currLimit = 88 (update high throughput) -> , maxLimit = 10M.   (allowed = 100-88 = 12)
100 concurrent requests

1. Max limit varies from 2 to 10Million
2. Failure cases

User:
Id, ……, wallet_id
Wall-E
              Id, amount

Match: (have more replicas)

Id, ……. currCount(0), entry fee, maxLimit (10K)

Team
 Id, user_id

Players
          Id , ...

TeamInfo (one-to-many)
Team_user_id, player_id1
Team_user_id, player_id2

Redis -> MatchId, CurrCount

Redis (single thread) -> queue (...............................)

1. Divert on the topics - Focus on the main thing
2. Talk about less technology
3. Distributed Counter
4. Buzz words should not be from the unknown topics
5. Don't give up.
6. Leaderboard
7. Twitter account -> Follow feed
8. Should I go more into this or do we need to discuss something else
9.

normal user - (1000 followers) -> if I post something -> append post
Modi (50Million followers) -> if post something -> 50M append post
.
.
..

feedFetch -> non-celebrity (pre-calculate) + … + celebrity current posts

ELK -

Health -check -

POD -

- Multiplayer ludo system class diagram