Table Of Contents

- 1. Introduction
- 2. Assumptions With Regards To The Assignment
 - 3. Infrastructure Choices
 - 4. Infrastructure Diagram
 - 5. Other Screenshots

1. Introduction

Firstly, I would like to thank GovTech for giving me the opportunity to work on this assignment.

I did not have any experience with serverless architecture or React Native prior to this assignment and I went with AWS Amplify after some research for the serverless backend as it was easier to set up and dive right into development. This is also the first time I've developed a mobile application.

I have learnt a lot these past 7 days albeit facing many challenging tasks and countless hours spent debugging. Aside from the development regarding the frontend and serverless architecture, I have definitely improved my committing and branching standards on GitHub and at Git cherrypicking.

I am very much looking forward to working in GovTech's SupplyAlly team and being a GovTechie. GovTech has been my number one choice to do an internship due to the numerous technologies they've developed that I use in my daily life and as such I would love to play a part in contributing towards these apps that Singaporeans use within their daily lives as well.

I look forward to being guided by the full time software engineers in the team to learn better coding practices and to contribute to the local community by helping with the development of apps that assist local retailers and distributors.

The main learning outcomes I wish to takeaway from this internship are:

- 1. The culture and environment of writing software in a large tech company.
- 2. Unit Testing with Jest.
- 3. CI/CD pipelines.
- 4. Mobile app development
- 5. UI/UX design
- 6. Software engineering practices
- 7. Collaboration within a team

As it wasn't stated in my resume submission, my commitment for this internship will be a minimum of 12 weeks (3 months) and beyond should GovTech allow me to continue on.

2. Assumptions With Regards To The Assignment

- There will be multiple players playing the game at the same time.
- Live updates have to be handled for each move.
- User authentication is required to link each move with a certain player stored in the database.
- All data will be stored inside a NoSQL database, DynamoDB in this case.

3. Infrastructure Choices

I developed this app on a Mac using Visual Studio Code and version control using Git and GitHub.

Frontend:

- Typescript, React Native, Expo.

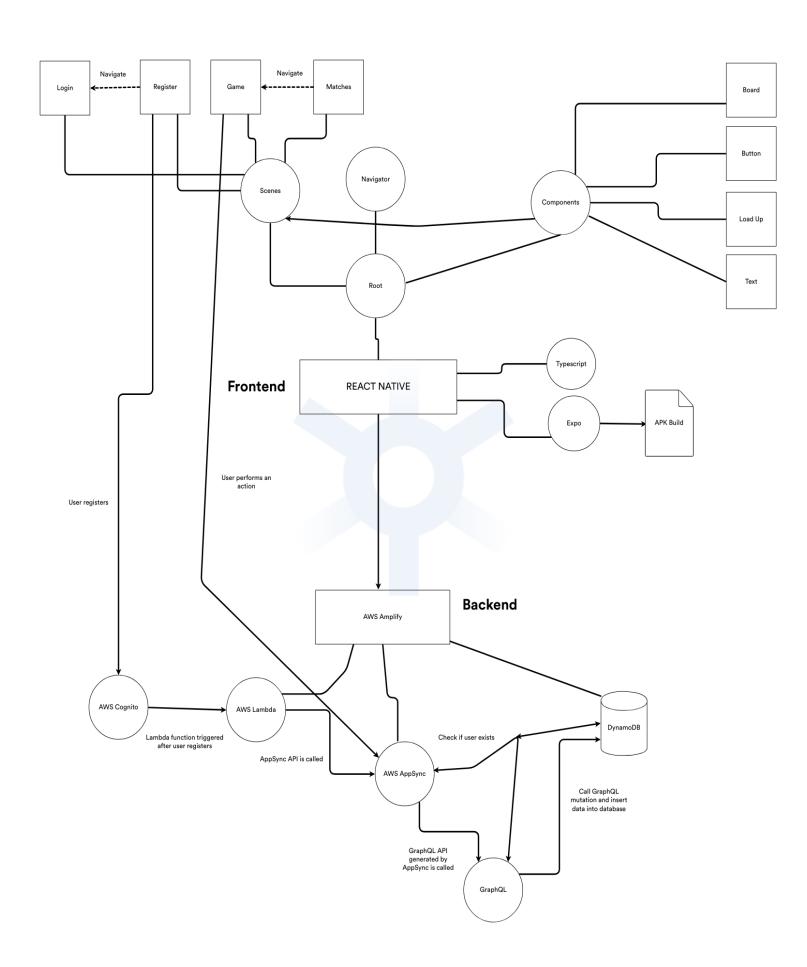
Typescript was utilized to enable strong static typing during development and to ensure that erors would be detected before the code compiles at runtime.

Backend:

- AWS Amplify comprising AWS Cognito, AWS Lambda, AWS AppSync, GraphQL, DynamoDB.

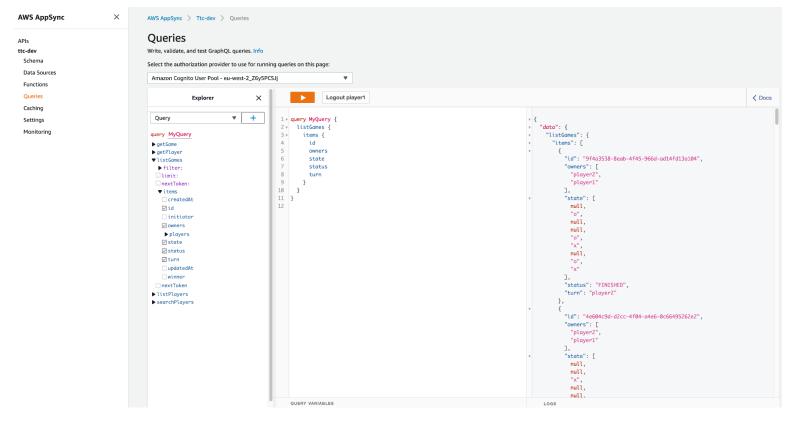
I went with AWS Amplify because I could get it up and running quickly by installing the Amplify CLI in my development environment that gave me the benefits of the AWS Services required for a serverless architecture with lambda functions being added at ease through the amplify cli and GraphQL schemas being auto generated for me.

4. Infrastructure Diagram



5. Other Screenshots

Sample GraphQL Query to list all games



Sample GraphQL Mutation to make a move in an active game with move stored in DynamoDB

```
Amazon Cognito User Pool - eu-west-2_Z6y5PCSJj
                                                                 •
                                    ×
                                                            Logout player1
              Explorer
 Mutation
                                  +
                                            1 ▼ mutation MyMutation {
                                                                                                                                    "data": {
                                                 playmove(game: "4e604c9d-d2cc-4f04-a4e6-0c66495262e2", index: 7) {
mutation MyMutation
                                                                                                                                      "playmove": {
                                                    state
                                                                                                                                        "id": "4e604c9d-d2cc-4f04-a4e6-0c66495262e2",
▶ createGame
                                                    status
                                                                                                                                        "state": [
▶ createPlayer
                                                                                                                                          null,
▶ createPlayerGame
                                                                                                                                          null,
                                                   winner
▶ deleteGame
                                            8
▶ deletePlayer
                                            9 }
                                                                                                                                          null,
▶ deletePlayerGame
                                           10
                                                                                                                                          null.
                                                                                                                                          null,
 ☑ game*: 4e604c9d-d2cc-4fC
                                                                                                                                          null.
 ☑index*: 7
 ☑id
                                                                                                                                          null
 ☑ state

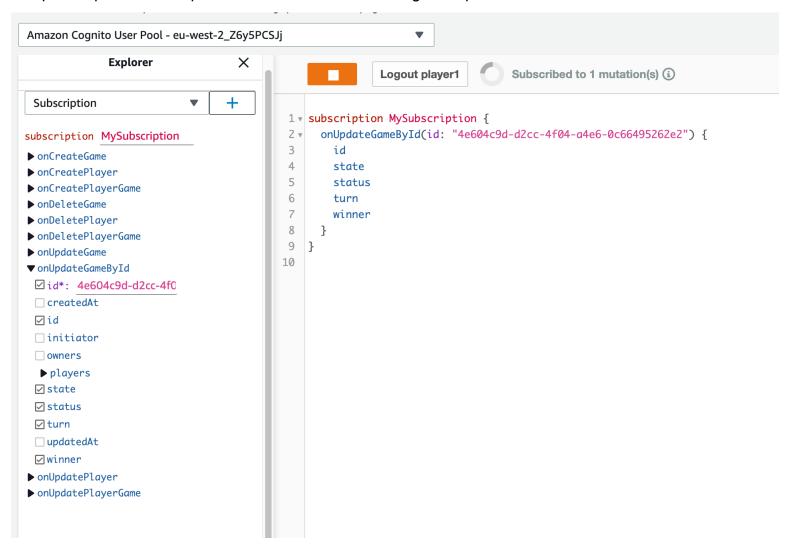
✓ status

                                                                                                                                         "status": "ACTIVE",

    turn

                                                                                                                                        "turn": "player2",
 ☑ winner
                                                                                                                                        "winner": null
▶ startgame
▶ updateGame
                                                                                                                                    }
▶ updatePlayer
                                                                                                                                  }
▶ updatePlayerGame
```

Sample GraphQL Subscription to subscribe and listen to game updates



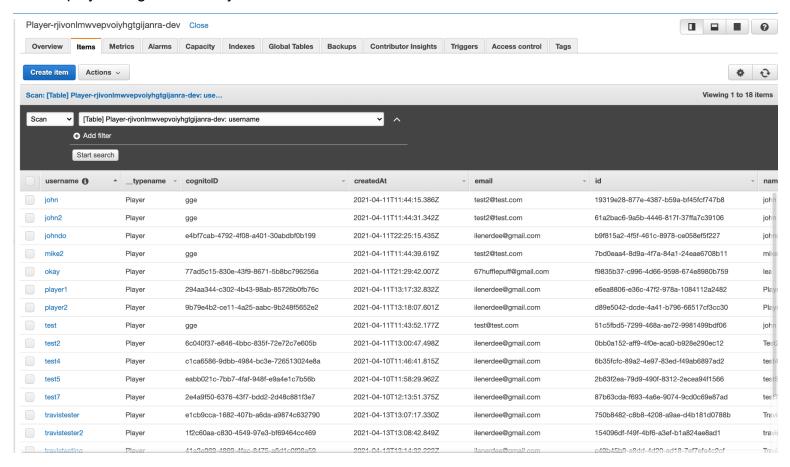
After a GraphQL mutation happens

```
Explorer
                                                               Logout player1
                                                                                      Subscribed to 1 mutation(s) 3
                                    +
 Subscription
                                               1 v subscription MySubscription {
                                                                                                                                        ₹ {
                                                    onUpdateGameById(id: "4e604c9d-d2cc-4f04-a4e6-0c66495262e2") {
                                                                                                                                            "data": {
{\it subscription} \ \ {\it MySubscription}
                                                                                                                                               "onUpdateGameById": {
▶ onCreateGame
                                                                                                                                                 "id": "4e604c9d-d2cc-4f04-a4e6-0c66495262e2",
                                                       state
▶ onCreatePlayer
                                                                                                                                                 "state": [
                                                       status
▶ onCreatePlayerGame
                                                       turn
                                                                                                                                                  null,
▶ onDeleteGame
                                                       winner
                                                                                                                                                   null,
▶ onDeletePlayer
▶ onDeletePlayerGame
                                              9
▶ onUpdateGame
                                             10
                                                                                                                                                  null,
▼ onUpdateGameById
                                                                                                                                                  null,
 ☑id*: 4e604c9d-d2cc-4f0
                                                                                                                                                   null.
 createdAt
                                                                                                                                                   "o"
 √ id
                                                                                                                                                  null
 \square initiator
 owners
                                                                                                                                                 "status": "ACTIVE",
                                                                                                                                                 "turn": "player1",
"winner": null
  ▶ players

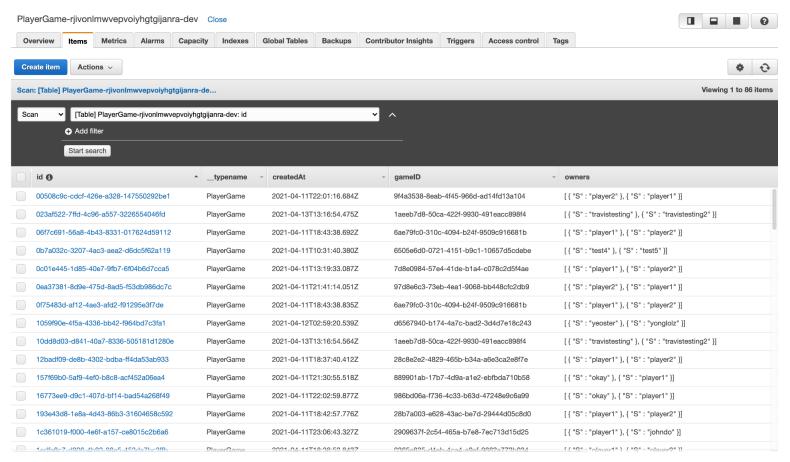
✓ state

 ☑turn
 □updatedAt
▶ onUpdatePlayer
▶ onUpdatePlayerGame
```

Data of players registered in DynamoDB



Data of games created by users



Data of moves made by each player in each game in the "state" category

