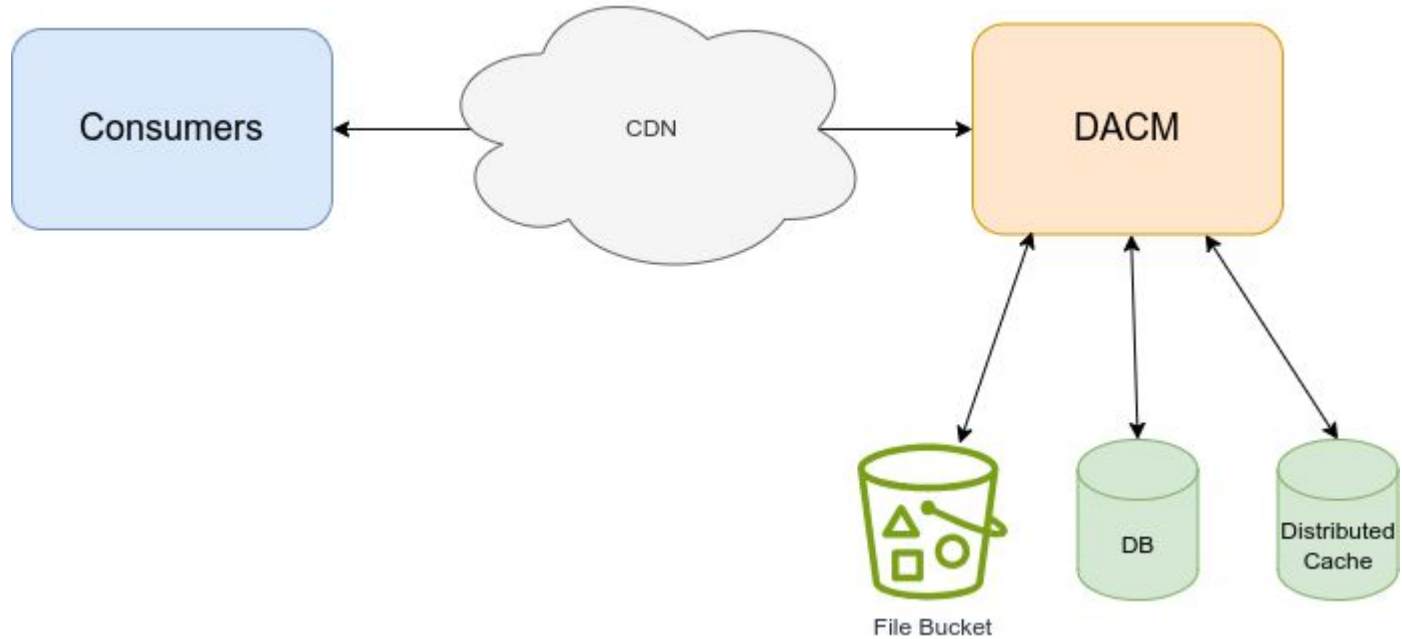# Digital Asset Content Management

An application for content distribution

Container Diagram

Design Decisions

- Functional folder structure
- Local memory cache
- Enums for "fileFormat" and "assetStatus"
- Changed "fileSize" to integer
- Fixed missing reference in "BriefingMetadata.json"

Challenges

- Docker compose
- Getting back into C#

Improvements

- Two-layer caching (local memory and distributed cache)
- Authentication / Authorization
- AWS S3
- CDN (Akamai, Fastly, Cloudfront etc.)
- CI/CD (AWS CloudFormation/Terraform)
- Split the solution into multiple projects
- Refactor folder structure from functional to domain based approach
- Better swagger documentation
- Unit Test
- Error handling and logging
- Adding a queue service for event driven parts of the solution
- Business models and api models

Collaboration

- Get stakeholder input on functionality
- Define user stories
- Divide solution into multiple parts that can be worked on in parallel (eg. api, admin portal, business logic)