



PROBLEM STATEMENT

There are several sports that various people play at different levels – young, upcoming and professionals. There are local sports leagues in your communities, societies, schools, colleges, workplaces, etc. People play cricket, football, tennis, judo, karate, badminton, tennis, table tennis and so on.

As a cloud engineer, you are to provide cloud support for an application for the sports community to share information about various sports they participate or are interested in. Either the player, parents, supporters, coaches, teams, leagues, anyone can share content. Content can be videos, audio clips, texts, reactions, comments, statistics. Players and coaches can also use the application for maintaining individual and team statistics with no expiry. The application can be accessed either via a desktop or mobile enabled website or a mobile application. Access to the application is strictly for registered users only. Once registered, a user can take multiple different actions, browse/search for content on sports, team schedules, players, team and/or individual player statistics, etc. They can also make comments, share content and interact with the content within the site/application. They can also upload their own content which has to be verified its relevant to the objectives of the sports management site and only then be made available for others to view. No offensive content of any kind will be allowed and strict actions would be taken against such users. Lot of the users maybe under 18 playing sports and so security is a big issue and only registered users should be allowed.

Initially, the application/website will be rolled out in Vadodara, Gujarat – a city with a population of over 20 lacs. More cities/towns will be added to grow the user community.



QUESTIONS TO ANSWER

Your objectives as a Cloud Engineer for this Course project are as follows:

1. Do a market analysis
 1. List the number of sports in phase 1 to include and potential number of users/teams for each sport
 2. List the content types which you will collect for each sport and each user/team
 3. List the personal information that will be collected and stored
2. Provide a design/architecture for the cloud environment. Provide a detailed roll-out deployment plan with tasks and estimated timelines. Reminder: Application Development is NOT in scope for this Project.
3. List the storage/computing/networking/security considerations – Any assumptions made should be listed
4. Provide a financial analysis on which cloud vendor to choose using a Simple Monthly Calculator. You may choose to provide comparisons between different cloud providers but that is optional.
5. If the company grows at 25% for the first 3 months and at 100% month-to-month thereafter for another year, what impact will it have to your solution and how will you account for it?
6. What additional capacity planning can you anticipate in phase 2 roll-out and what impact will it have to your cloud solution?