

REST Design Principles

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Everything is a Resource

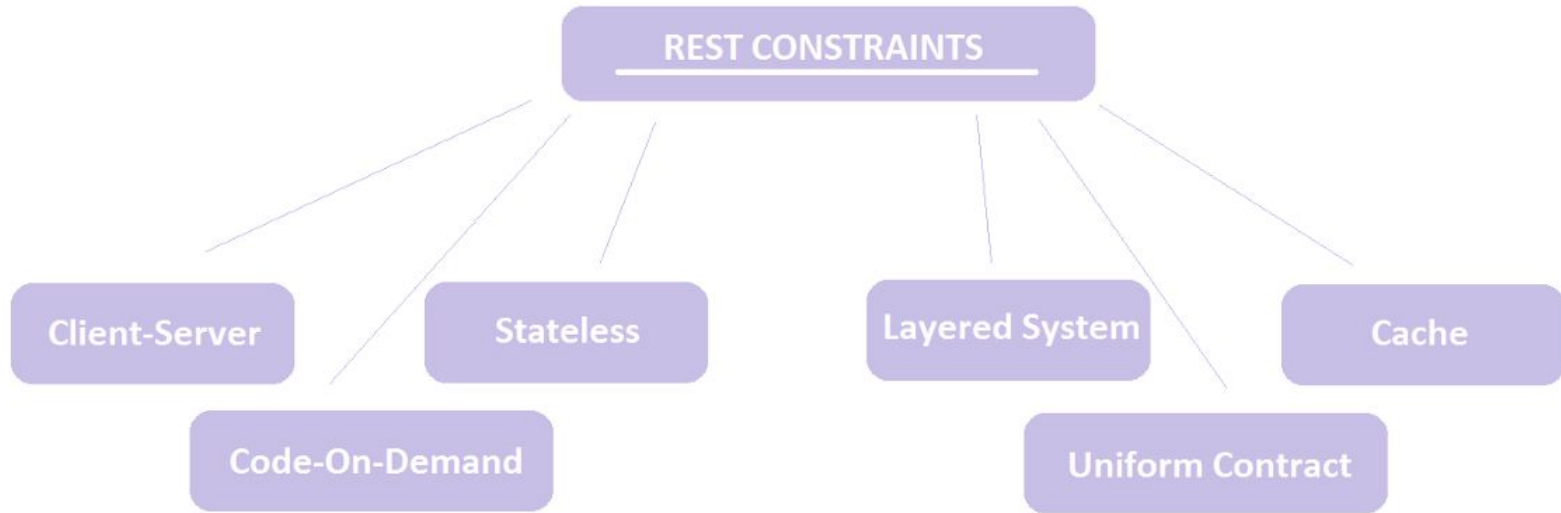
Each Resource is identifiable by Unique URI

Use the standard HTTP methods

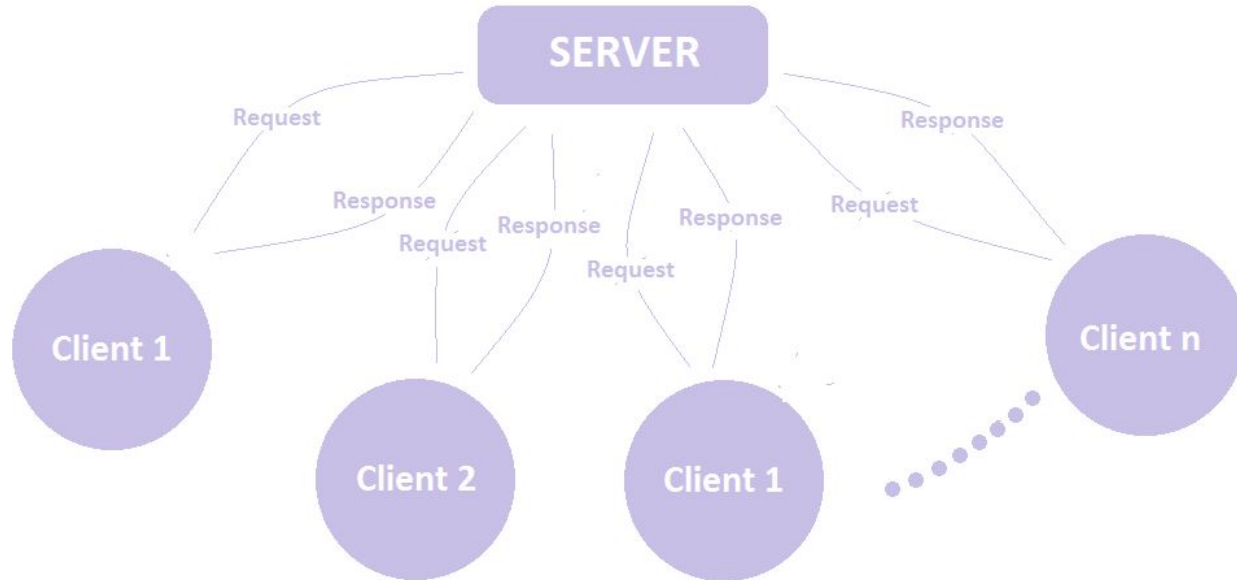
Allow multiple representations for same
Resource

Communication should be always stateless

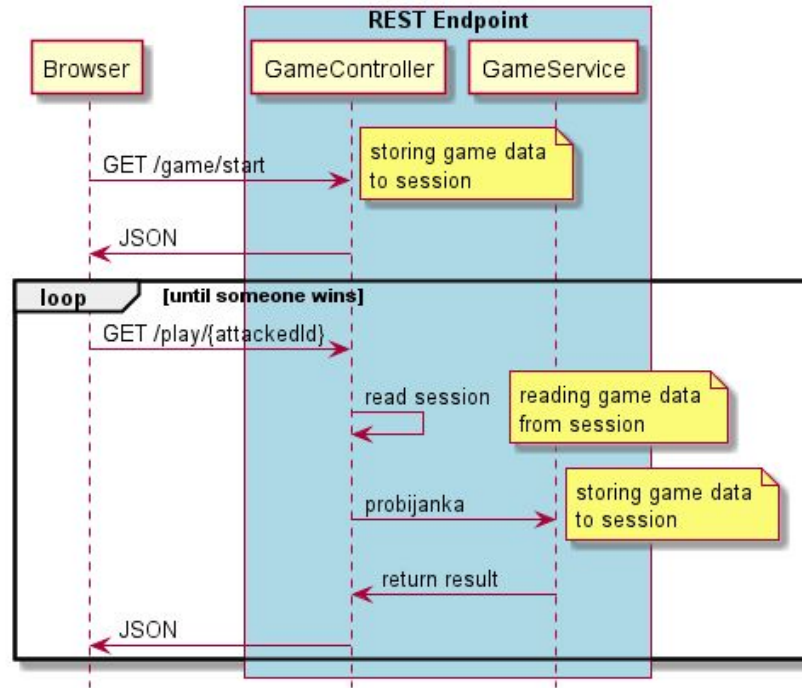
REST Constraints



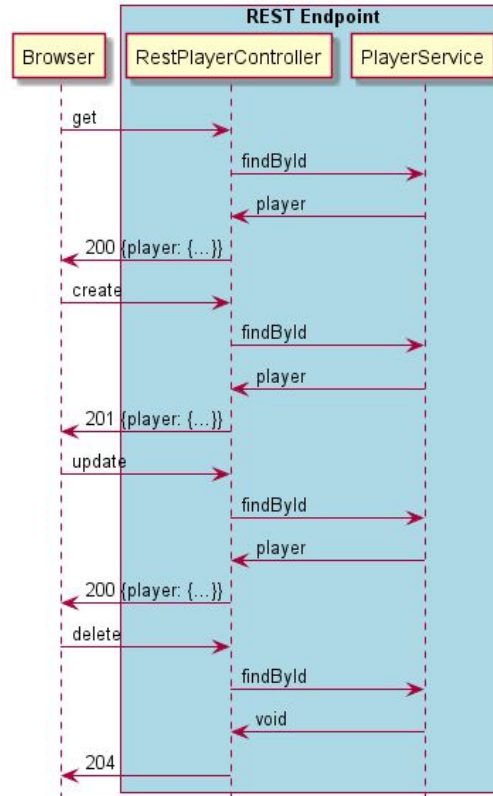
Scaling REST Services



Game REST Service



Player REST Service



Load Balanced Environment

