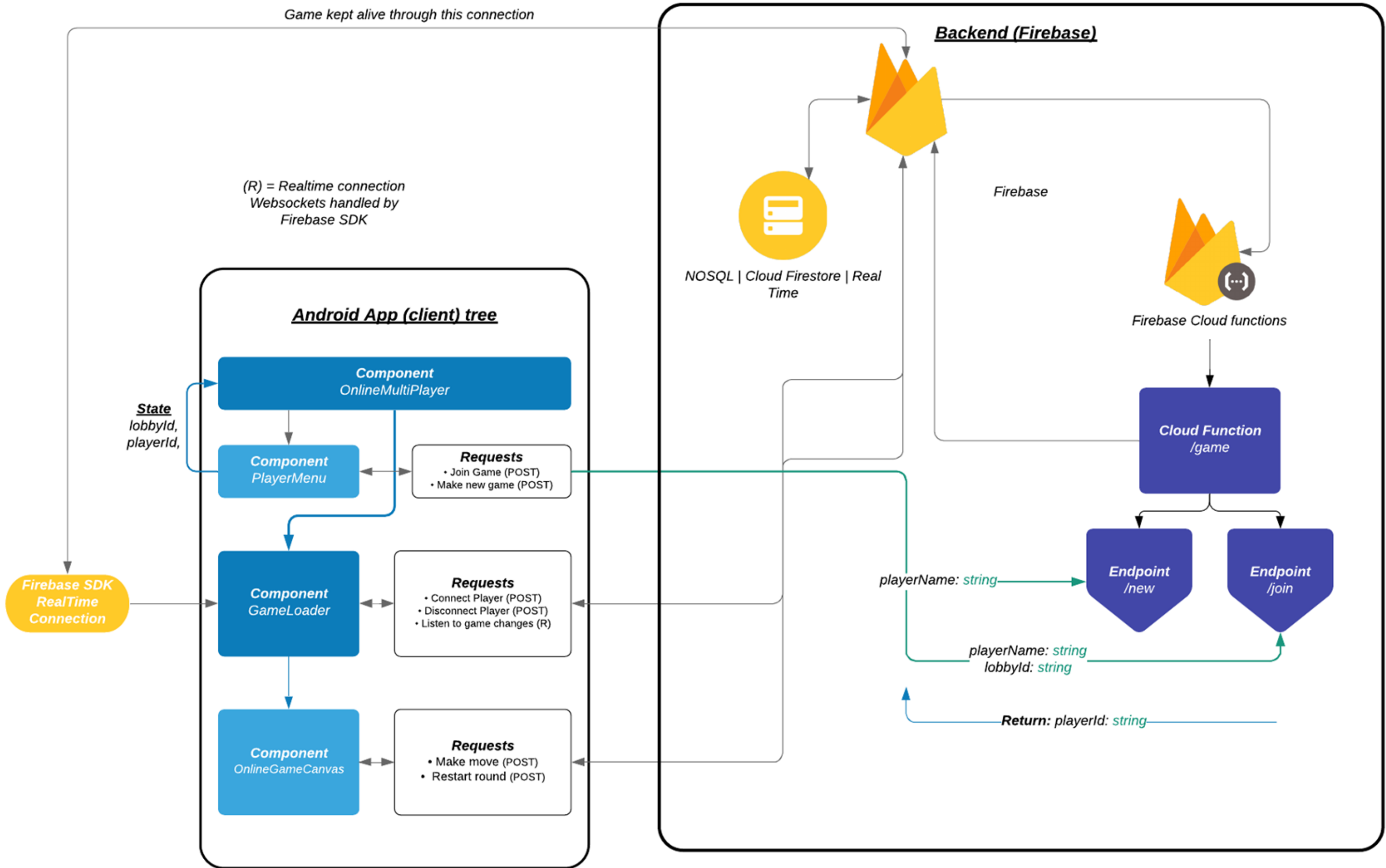
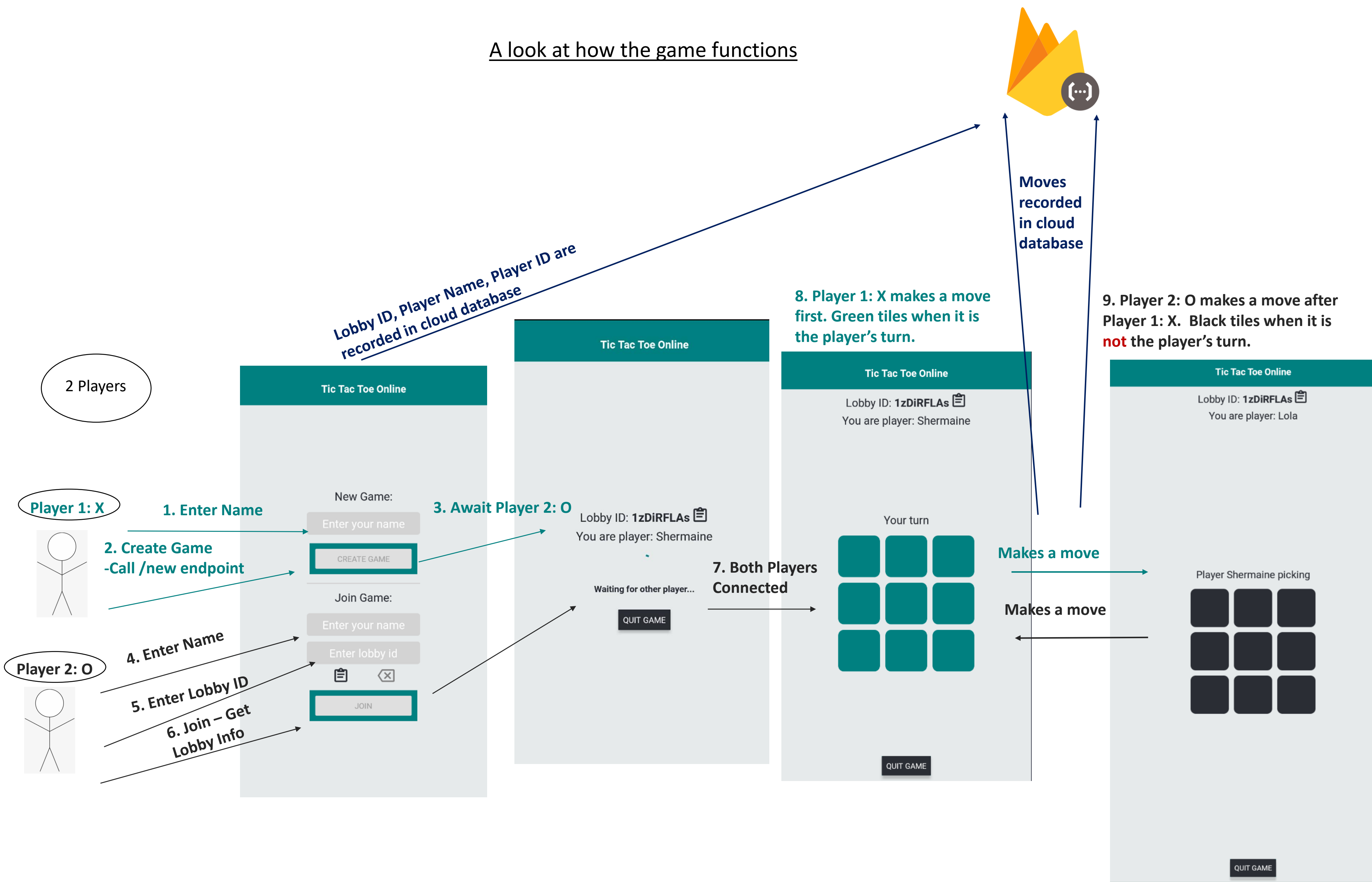


System Architecture and infrastructure components



A look at how the game functions



A look at the data records in Cloud Database



Various Lobby ID , date/time created, and fieldTypes of Tic Tac Toe Grid with moves stored

tic-tac-toe-online-66fbe	lobbies	1zDiRFLAs
+ Start collection	+ Add document	+ Start collection
lobbies	1zDiRFLAs	+ Add field
	4UIZSD7Ej	createdAt: July 9, 2020 at 6:49:00 PM UTC+8
	F_N4vC-Sd	fieldTypes
	m9Y33aEsr	0 'x'
		1 'o'
		2 'o'
		3 'o'
		4 'o'
		5 'x'
		6 'x'
		7 'x'
		8 'x'
		gameStarted: true

Player Name and ID are stored.

tic-tac-toe-online-66fbe	lobbies	1zDiRFLAs
+ Start collection	+ Add document	+ Start collection
lobbies	1zDiRFLAs	+ Add field
	4UIZSD7Ej	players
	F_N4vC-Sd	0
	m9Y33aEsr	connected: true
		id: "9sXgyQJZEa"
		name: "Shermaine"
		1
		connected: true
		id: "uzwcVP5gqj"
		name: "Lola"
		resetable: false
		startingPlayer: "9sXgyQJZEa"
		turn: "uzwcVP5gqj"



AWS Lambda versus Firebase

- Ease of deployment
- Efficient scalability
- Cost



Future Improvements

- Garbage Collection