

Online Gaming Marketplace Integration Scenario – Apprentices Handout

Scenario: Online Gaming Marketplace Integration

Persona: Ethan, the Game Seller

Background: Meet Ethan, a tech-savvy young entrepreneur who loves video games. Ethan has started a small online gaming marketplace where users can buy and sell their video games. He's passionate about providing gamers with a seamless experience. By the end of this exercise you will learn how to configure various nodes to be able to help Ethan get his gaming marketplace up and running

Activity Sequence:

Activity 1 Background: Ethan is setting up his online gaming marketplace and needs an integration solution to handle incoming game orders.

- What sort of activities will Ethan look to achieve here?

Activity 2 Background: Ethan receives game orders from gamers in the form of csv files, and these orders need to be processed and validated.

- Can you think of what sort of details he might capture in his file? Why is this important?
- What might his file be called, why do you think this is important to note?
- Going through the node palette in the toolkit, can you think of which ACE node might be useful?

Activity 3 Background: Ethan wants to ensure that the incoming game orders are valid and sometimes needs to transform them for compatibility.

- What sort of validation might be performed?
- What type of transformation can we try to achieve here? What nodes might be useful?

Activity 4 Background: To optimize order processing, Ethan decides to use IBM MQ for efficient message handling.

- What node will be used?
- What are the benefits of Ethan placing the messages on MQ?
- What will be required for this next step?

Activity 5 Background: Ethan wants to provide gamers with a flawless experience, so he needs robust error handling and logging.

- What sort of mechanisms could we have in place to handle invalid orders.
- How do you think we might handle errors that occur within a given node?
- What can we do to our flow to easily identify which stage has been complete?
- What nodes can we use to achieve this?

Activity 6 Background: Ethan needs a separate flow to process orders retrieved from the IBM MQ queue, update inventory, and send order confirmations to gamers.

- What node should be used to consume messages of a MQ queue?
- What additional processing might be done on the flow?