1       Overview

This document is going to describe the high level architecture and technical choices which have been made for the implementation of the BetGame application.

1.1        Business Background

Since the old ways of betting for tournaments – like via facebook or e-mails -are really uncomfortable the BetGame application is make the whole process easier and provide more fun for the players. Every step of the game is handled and everything is automated where it’s possible.

1.2        Solution Overview  
2       Architecture  
2.1        Logical View  
part 1

part 2  
part n  
2.2        Integration Approach  
2.3        Software Stack View  
2.4        Data View  
part 1 model  
part 2 data model  
part n data model  
3       Components  
3.1        Users  
3.2        Authentication  
3.3        Authorization  
3.4        Provisioning  
3.5        Reporting  
3.6        Error Handling  
3.7        Dashboard Overview  
3.8        Data Access layer  
3.9        Camel Integration Flow  
3.10     Priority Service  
3.11     Overnight Clean-up job  
4       Interfaces  
4.1        GUI  
4.2        Messaging / Communications / API  
4.3        Upstream / Downstream Dependencies  
5       Environment  
5.1        Development  
5.2        QA  
5.3        Production Deployment  
6       Non-Functional Specifications  
6.1        Browser Compatibility  
6.2        Security  
6.3        Reliability  
6.4        Performance  
6.5        Manageability  
6.6        Scalability  
6.7        Availability  
6.8        Reusability  
6.9        Support & Maintenance  
6.10     Archiving (Optional)