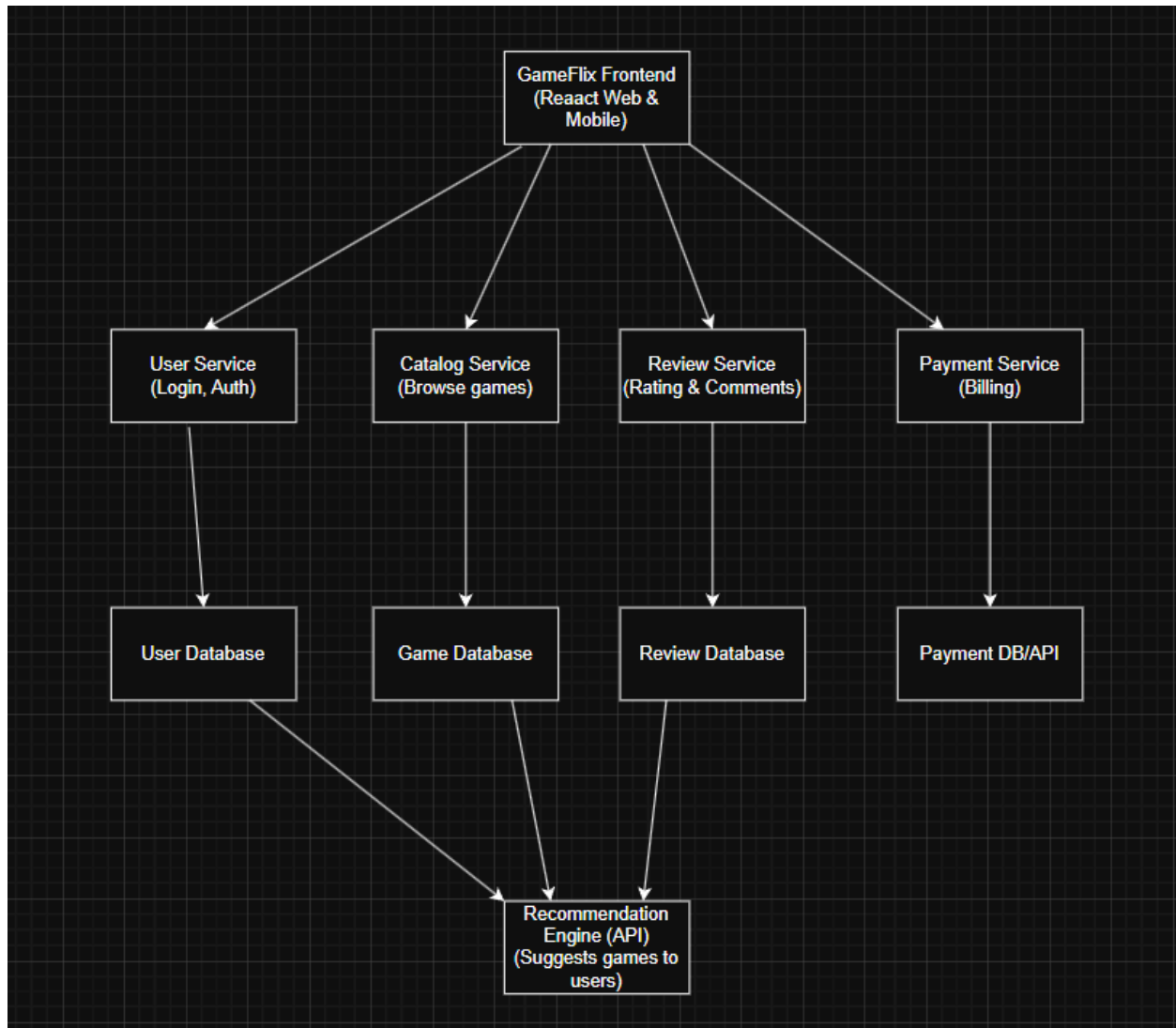


Jake Christianson
Architectural Diagram



Summary: What I have done was created this architectural diagram that showcases the key aspects of the gameFlix design. The code first starts at the GameFlix frontend either on the web or from a mobile device. In this application it targets 4 key aspects, user service, catalog service, review service, and payment service. User service authenticates the user and logs them in and gives them access to their owned games database. Then it's the catalog service where the main function is to browse games and they pull the games from the games database. Next is the review service where rating and comments are stored in the review database. Finally is the payment service where it handles the billing and that connects to its own database/API storing the information securely. The user database, game database, and review database all go into an API and it will produce recommendations specific to each user. Giving the API three databases allows it to take into consideration what games the user already has, all the games available, and how other people felt about the games. This can quickly help users as for example if two users share games in common and they gave good reviews for their games then

their other games could be recommended to the other user. Overall the frontend client is Gameflix frontend. Next, the four microservices are user service, catalog service, review service, and payment service. Then the databases are the user database, game database, review database, and payment database. Following them the two external APIs are the Payment API and recommendation engine API. This keeps the bare bones of GameFlix on display to keep it well structured while also maintaining an efficient data flow. Finally making this diagram shows how important each service is when contributing to the overall recommendation engine.