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### 3 Microservices and Endpoints

#### 1. User Service

- a. The user service manages all user related functionality for GameFlix. This service handles account creation, authentication, and user profile management. It also ensures that users can securely log in, store their personal information, and manage their subscription details.
- b. POST /users/register
  - i. It creates a new user account. It also expects JSON body with name, email, and a password
- c. POST /users/login
  - i. It authenticates a user and returns a session token on success.
- d. GET /users/{id}
  - i. It retrieves user profile information based on the user ID.

#### 2. Catalog Service

- a. The catalog service manages all data related to available video games on GameFlix. This service stores and retrieves information about each game title like genre, rating, and price. This also supports search and filtering features so users can easily browse the catalog.
- b. GET /games
  - i. It returns a list of all games in the catalog. It can also support parameters like genre, rating, or keywords.
- c. GET /games/{id}
  - i. It retrieves details about a specific game.

#### 3. Review Service

- a. The review service manages all user generated reviews and ratings for games. This service allows users to post reviews and read other reviews about specific games.
- b. GET /reviews/{gameid}
  - i. It retrieves all reviews for a specific game
- c. POST /reviews
  - i. It posts a new review and requires userid, gameid, rating, and comment.

What I have done was explain 3 microservices in GameFlix, and also provide a couple RESTful API endpoints and explain what it does. I used the three you provided as it is the core of the application, user service, catalog service, and review service. User service manages all user related functionality for GameFlix. This service handles account creation, authentication, and user profile management. It also ensures that users can securely log in, store their personal information, and manage their subscription details. The RESTful API endpoints I used was POST /users/register which creates a new user account. It also expects a JSON body with name, email, and a password. I also used POST /users/login which authenticates a user and returns a session token on success. Another endpoint is GET /users/{id} and that retrieves user profile information based on the user ID. The catalog service manages all data related to available video games on GameFlix. This service stores and retrieves information about each

game title like genre, rating, and price. This also supports search and filtering features so users can easily browse the catalog. Two RESTful API endpoints I used were GET /games, which returns a list of all games in the catalog. It can also support parameters like genre, rating, or keywords, and GET /games/{id}, which retrieves details about a specific game. The review service manages all user generated reviews and ratings for games. This service allows users to post reviews and read other reviews about specific games. The endpoints I used were GET /reviews/{gameid} which retrieves all reviews for a specific game, and POST /reviews that posts a new review and requires userid, gameid, rating, and comment. All of this was with the goal of making it accessible for platforms like web, mobile, or console usage. These microservices create a modular, scalable foundation that supports the entire GameFlix experience.