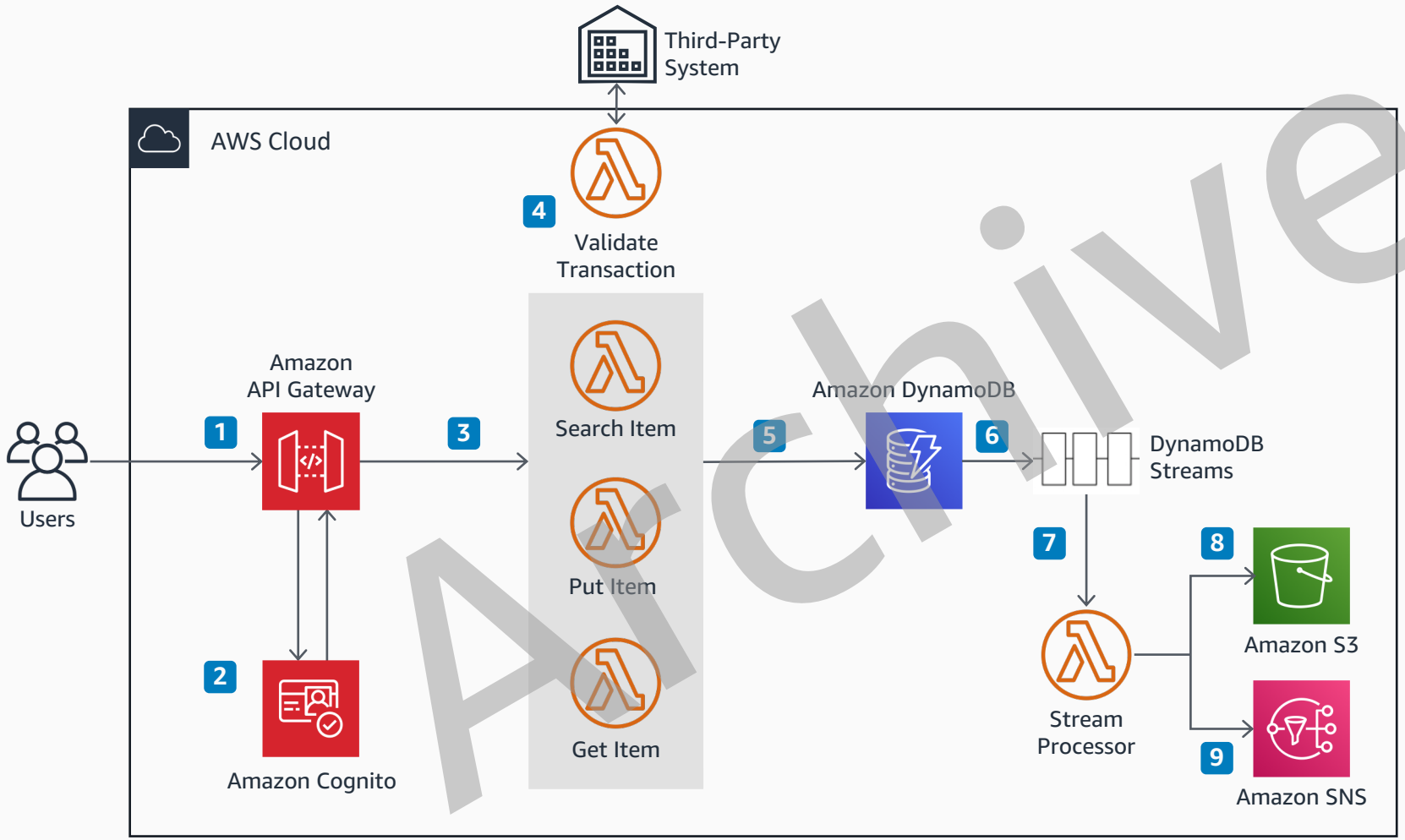
Virtual Asset Management Service

Create a scalable, serverless, virtual asset management service for online video games in the AWS Cloud.



1. Deploy an **Amazon API Gateway** as the entrance for your architecture. For frequent invocations, you can use WebSocket.
2. Authenticate your users with **Amazon Cognito** user pools.
3. Call the appropriate **AWS Lambda** function based on the request type.
4. Validate your transaction against third-party systems (stores) using another **AWS Lambda** function.
5. Store the data in **Amazon DynamoDB** tables.
6. Create a **DynamoDB Stream**.
7. Stream the changes to an **AWS Lambda** function for additional processing. For example, you can set up actions for when an item is found or any event that involves the item.
8. Store all the transactions in an **Amazon S3 bucket** for analysis and regulatory purposes.
9. Send a message to your users or a third-party system using **Amazon Simple Notification Service**. You can also use **Amazon Pinpoint** to send notifications to your users.

AWS Reference Architecture