Guidance for the Game Tech Cohort Modeler on AWS

The Cohort Modeler is a deployable solution that helps developers map out and classify player relationships within a player base using a relational graph database on AWS.

1. **Game servers and clients use sensors to evaluate player actions such as behavioral toxicity, player style, and in-game purchases. These actions are declaratively logged with the Cohort Modeler API to collect data about player progression, community building, retention, and more.**

2. **Data consumers store content recommendations and query the API. Data consumers include artificial intelligence and machine learning (AI/ML) solutions and matchmaking services that connect players together.**

3. **Amazon API Gateway hosts a resource-based Cohort Modeler API to interact with graph vertices and graph edges.**

4. **AWS Lambda fulfills requests made to the API endpoint, converts HTTP/S requests into Gremlin graph queries, and submits these requests to the database.**

5. **Amazon Neptune is a fully managed graph database that stores player data and interactions.**

6. **Business users can use a Jupyter Notebook hosted on the AWS Cloud to interactively explore player cohorts.**

7. **Developers can modify and deploy the Cohort Modeler code sample using AWS Serverless Application Model (AWS SAM), which is powered by AWS CloudFormation.**