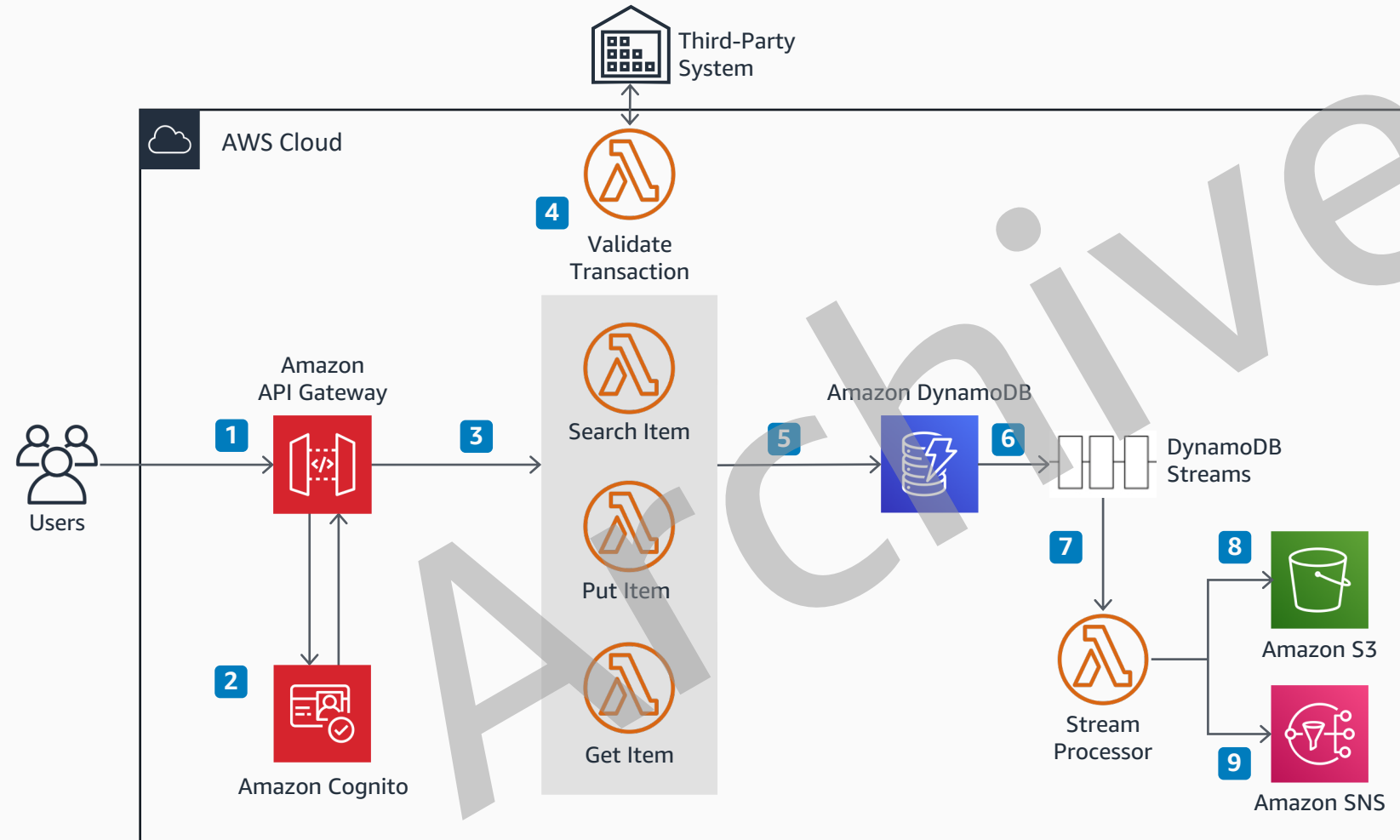


Virtual Asset Management Service

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.