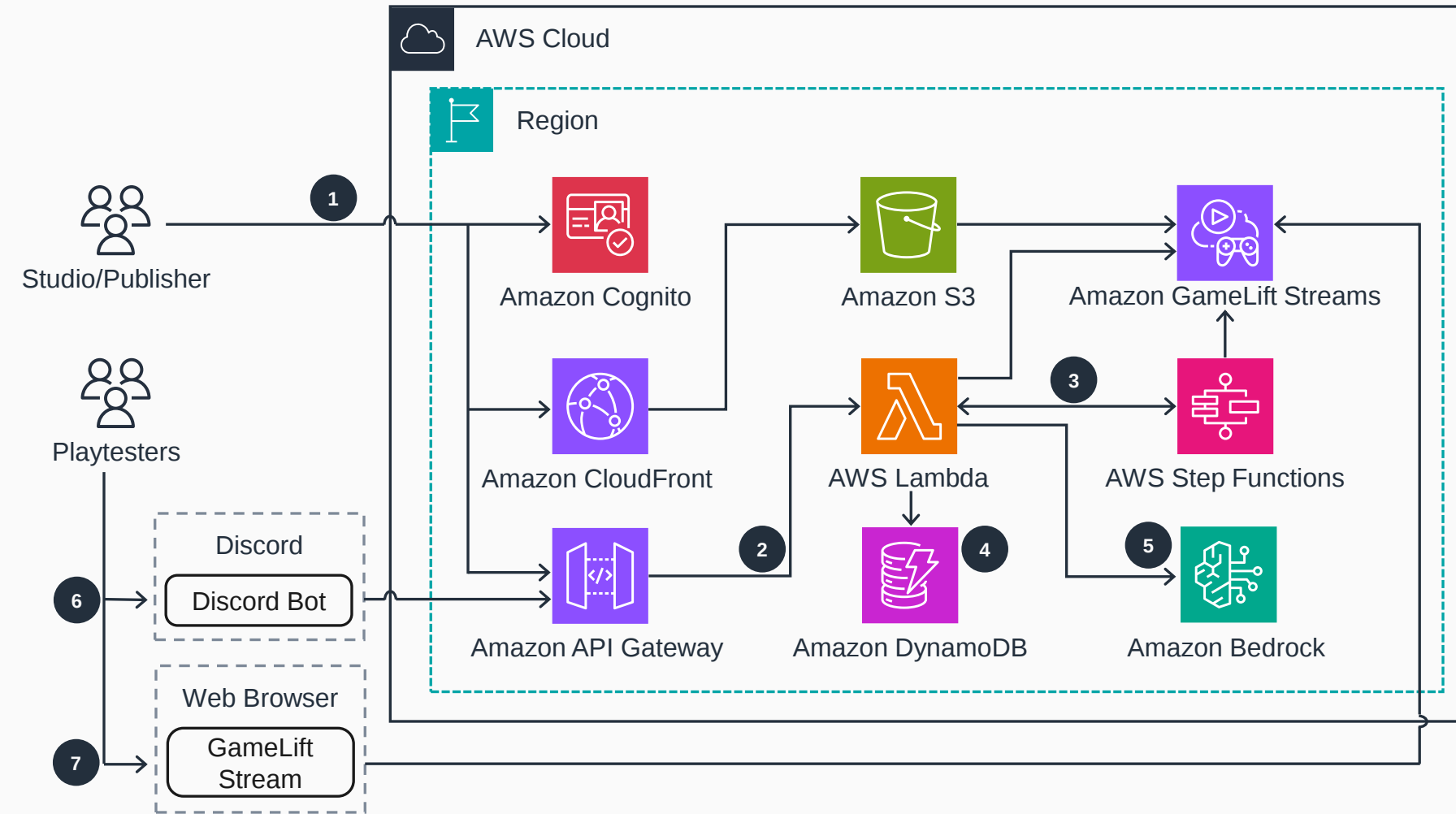


Guidance for Scalable Game Playtesting and QA on AWS

Scalable solution for playtesting games using GameLift Streams to pixel-stream and other backend components on AWS.



- 1 Users manage playtests through Single Page Application (SPA) hosted within **Amazon Simple Storage Service (Amazon S3)**. Management functions included (orchestrating playtest sessions, organizing playtesters, etc.) All authentication is handled by **Amazon Cognito**.
- 2 Managed **Amazon CloudFront** website utilizes **Amazon API Gateway** and **AWS Lambda** to call **Amazon GameLift Streams** to create new streaming client. Amazon S3 is used to store game builds for GameLift Streams.
- 3 **AWS Step Functions** are used to manage the various states of setting up new GameLift Streams.
- 4 Playtesting information (Observations, Observation Results, Playtesters, Playtest sessions, Studio, and Publisher) will be stored and retrieved from **Amazon DynamoDB**.
- 5 Users can leverage foundation models available through Amazon Bedrock to automatically summarize hundreds of playtester's feedback, derive sentiment and generate actionable insights from gameplay sessions
- 6 Play Testers interact with Discord via bot to receive playtesting URL's and to play test games. Players are able to self-register and initialize their playtest sessions without leaving discord.
- 7 Play Testers may receive playtesting URL outside of Discord where pixel streaming can be done within a browser.

