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Topic 1, Mountkirk Games Case Study 1

Company Overview

Mountkirk Games makes online, session-based, multiplayer games for the most popular mobile platforms.

Company Background

Mountkirk Games builds all of their games with some server-side integration and has historically used cloud providers to lease physical servers. A few of their games were more popular than expected, and they had problems scaling their application servers, MySQL databases, and analytics tools.

Mountkirk's current model is to write game statistics to files and send them through an ETL tool that loads them into a centralized MySQL database for reporting.

Solution Concept

Mountkirk Games is building a new game, which they expect to be very popular. They plan to deploy the game's backend on Google Compute Engine so they can capture streaming metrics, run intensive analytics and take advantage of its autoscaling server environment and integrate with a managed NoSQL database.

Technical Requirements

Requirements for Game Backend Platform

1. Dynamically scale up or down based on game activity.
2. Connect to a managed NoSQL database service.
3. Run customized Linux distro.

Requirements for Game Analytics Platform

1. Dynamically scale up or down based on game activity.
2. Process incoming data on the fly directly from the game servers.
3. Process data that arrives late because of slow mobile networks.
4. Allow SQL queries to access at least 10 TB of historical data.
5. Process files that are regularly uploaded by users' mobile devices.
6. Use only fully managed services

CEO Statement

Our last successful game did not scale well with our previous cloud provider, resulting in lower user adoption and affecting the game's reputation. Our investors want more key performance indicators (KPIs) to evaluate the speed and stability of the game, as well as other metrics that provide deeper insight into usage patterns so we can adapt the games to target users.

CTO Statement

Our current technology stack cannot provide the scale we need, so we want to replace MySQL and move to an environment that provides autoscaling, low latency load balancing, and frees us up from managing physical servers.

CFO Statement

We are not capturing enough user demographic data usage metrics, and other KPIs. As a result, we do not engage the right users. We are not confident that our marketing is targeting the right users, and we are not selling enough premium Blast-Ups inside the games, which dramatically impacts our revenue.

QUESTION 1

For this question, refer to the Mountkirk Games case study. Mountkirk Games wants to set up a continuous delivery pipeline. Their architecture includes many small services that they want to be able to update and roll back quickly. Mountkirk Games has the following requirements:

- Services are deployed redundantly across multiple regions in the US and Europe.
- Only frontend services are exposed on the public internet.
- They can provide a single frontend IP for their fleet of services.
- Deployment artifacts are immutable.

Which set of products should they use?

- A. Google Cloud Storage, Google Cloud Dataflow, Google Compute Engine
- B. Google Cloud Storage, Google App Engine, Google Network Load Balancer
- C. Google Kubernetes Registry, Google Container Engine, Google HTTP(S) Load Balancer
- D. Google Cloud Functions, Google Cloud Pub/Sub, Google Cloud Deployment Manager

Correct Answer: C

QUESTION 2

For this question, refer to the Mountkirk Games case study. Mountkirk Games' gaming servers are not automatically scaling properly. Last month, they rolled out a new feature, which suddenly became very popular. A record number of users are trying to use the service, but many of them are getting 503 errors and very slow response times. What should they investigate first?

- A. Verify that the database is online.
- B. Verify that the project quota hasn't been exceeded.
- C. Verify that the new feature code did not introduce any performance bugs.
- D. Verify that the load-testing team is not running their tool against production.

Correct Answer: B

Explanation:

503 is service unavailable error. If the database was online everyone would get the 503 error.

https://cloud.google.com/docs/quota#capping_usage

QUESTION 3

For this question, refer to the Mountkirk Games case study. Mountkirk Games needs to create a repeatable and configurable mechanism for deploying isolated application environments. Developers and testers can access each other's environments and resources, but they cannot access staging or production resources. The staging environment needs access to some services from production. What should you do to isolate development environments from staging and production?

- A. Create a project for development and test and another for staging and production.
- B. Create a network for development and test and another for staging and production.
- C. Create one subnetwork for development and another for staging and production.
- D. Create one project for development, a second for staging and a third for production.

Correct Answer: D

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QUESTION 4

For this question, refer to the Mountkirk Games case study. Mountkirk Games wants you to design their new testing strategy. How should the test coverage differ from their existing backends on the other platforms?

- A. Tests should scale well beyond the prior approaches.
- B. Unit tests are no longer required, only end-to-end tests.
- C. Tests should be applied after the release is in the production environment.
- D. Tests should include directly testing the Google Cloud Platform (GCP) infrastructure.

Correct Answer: A

Explanation:

From Scenario:

A few of their games were more popular than expected, and they had problems scaling their application servers, MySQL databases, and analytics tools.

Requirements for Game Analytics Platform include: Dynamically scale up or down based on game activity

QUESTION 5

For this question, refer to the Mountkirk Games case study. Mountkirk Games wants to set up a real-time analytics platform for their new game. The new platform must meet their technical requirements. Which combination of Google technologies will meet all of their requirements?

- A. Container Engine, Cloud Pub/Sub, and Cloud SQL
- B. Cloud Dataflow, Cloud Storage, Cloud Pub/Sub, and BigQuery
- C. Cloud SQL, Cloud Storage, Cloud Pub/Sub, and Cloud Dataflow
- D. Cloud Dataproc, Cloud Pub/Sub, Cloud SQL, and Cloud Dataflow
- E. Cloud Pub/Sub, Compute Engine, Cloud Storage, and Cloud Dataproc

Correct Answer: B

Explanation:

A real time requires Stream / Messaging so Pub/Sub, Analytics by Big Query.

Ingest millions of streaming events per second from anywhere in the world with Cloud Pub/Sub, powered by Google's unique, high-speed private network. Process the streams with Cloud Dataflow to ensure reliable, exactly-once, low-latency data transformation. Stream the transformed data into BigQuery, the cloud-native data warehousing service, for immediate analysis via SQL or popular visualization tools.

From scenario: They plan to deploy the game's backend on Google Compute Engine so they can capture streaming metrics, run intensive analytics.

Requirements for Game Analytics Platform

Dynamically scale up or down based on game activity

Process incoming data on the fly directly from the game servers

Process data that arrives late because of slow mobile networks

Allow SQL queries to access at least 10 TB of historical data

Process files that are regularly uploaded by users' mobile devices

Use only fully managed services

References:

<https://cloud.google.com/solutions/big-data/stream-analytics/>

QUESTION 6

For this question, refer to the Mountkirk Games case study. Mountkirk Games has deployed their new backend on Google Cloud Platform (GCP). You want to create a thorough testing process for new versions of the backend before they are released to the public. You want the testing environment to scale in an economical way. How should you design the process?

- A. Create a scalable environment in GCP for simulating production load.
- B. Use the existing infrastructure to test the GCP-based backend at scale.
- C. Build stress tests into each component of your application using resources internal to GCP to simulate load.
- D. Create a set of static environments in GCP to test different levels of load -- for example, high, medium, and low.

Correct Answer: A

Explanation:

From scenario:

Requirements for Game Backend Platform

Dynamically scale up or down based on game activity

Connect to a managed NoSQL database service

Run customize Linux distro

Topic 2, TerramEarth Case Study

Company Overview

TerramEarth manufactures heavy equipment for the mining and agricultural industries: About 80% of their business is from mining and 20% from agriculture. They currently have over 500 dealers and service centers in 100 countries. Their mission is to build products that make their customers more productive.

Company Background

TerramEarth formed in 1946, when several small, family owned companies combined to retool after World War II. The company cares about their employees and customers and considers them to be extended members of their family.

TerramEarth is proud of their ability to innovate on their core products and find new markets as their customers' needs change. For the past 20 years trends in the industry have been largely toward increasing productivity by using larger vehicles with a human operator.

Solution Concept

There are 20 million TerramEarth vehicles in operation that collect 120 fields of data per second. Data is stored locally on the vehicle and can be accessed for analysis when a vehicle is serviced. The data is downloaded via a maintenance port. This same port can be used to adjust operational parameters, allowing the vehicles to be upgraded in the field with new computing modules.

Approximately 200,000 vehicles are connected to a cellular network, allowing TerramEarth to collect data directly. At a rate of 120 fields of data per second, with 22 hours of operation per day. TerramEarth collects a total of about 9 TB/day from these connected vehicles.

Existing Technical Environment

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