1. Front-end: Update `GameCriteria.cshtml`

```
<script>
  // 1. Prepare the form data
  const formData = new FormData();
  formData.append('gameFile', file); // 'file' is the File object you
selected

  // 2. Send the POST request directly to upload-game.php
  fetch('http://3.22.209.167/upload-game.php', {
    method: 'POST',
    body: formData
  })
  .then(response => response.json())
  .then(data => {
    if (data.error) {
      // Display error message
      document.getElementById('errorMessages').textContent = data.error;
    } else {
      // Display success message
      const msg = document.getElementById('message');
      msg.textContent = data.message;
      msg.style.display = 'block';
    }
  })
  .catch(error => {
    document.getElementById('errorMessages').textContent = 'Upload failed.
Try again.';
    console.error('Error:', error);
  });
</script>
```

---

2. Server-side: Create `upload-game.php`

On your EC2 instance, open or create the PHP script:

```
sudo nano /var/www/html/upload-game.php
```

Paste in:

```php
<?php
header("Content-Type: application/json");

// 1. Define and create target directory on EBS if needed
$target_dir = "/mnt/ebs-storage/games/";
if (!file_exists($target_dir)) {
    mkdir($target_dir, 0777, true);
}

// 2. Validate upload
```

```php
if (!isset($_FILES["gameFile"]) || $_FILES["gameFile"]["error"] !==
UPLOAD_ERR_OK) {
    echo json_encode([
        "error" => "File upload failed. Error code: " .
($_FILES["gameFile"]["error"] ?? 'none')
    ]);
    exit;
}

// 3. Sanitize and uniquify filename
$origName       = basename($_FILES["gameFile"]["name"]);
$safeName       = preg_replace("/[^a-zA-Z0-9.\-_]/", "_", $origName);
$uniqueFilename = uniqid() . "_" . $safeName;
$targetFile     = $target_dir . $uniqueFilename;

// 4. Move uploaded file
if (move_uploaded_file($_FILES["gameFile"]["tmp_name"], $targetFile)) {
    echo json_encode([
        "message"  => "Game uploaded successfully!",
        "filename" => $uniqueFilename
    ]);
} else {
    echo json_encode(["error" => "Error moving uploaded file."]);
}
```

Save and exit (Ctrl+O, Enter, Ctrl+X).

---

3. Set Permissions

Ensure Apache can run the script and write to your games directory:

```
sudo chown apache:apache /var/www/html/upload-game.php
sudo chmod 644      /var/www/html/upload-game.php
sudo chmod -R 777 /mnt/ebs-storage/games/
```

---

4. Verify PHP Support in Apache

1. Check if PHP is installed:

   ```
   php -v
   ```

2. If you get **no output**, install PHP and Apache PHP module:

   ```
   sudo yum install -y php php-cli php-mbstring php-fpm mod_php
   ```

3. Restart services:

```
sudo systemctl restart httpd
sudo systemctl restart php-fpm
```

5. Test the Upload Endpoint

1. Create a dummy file:

    ```
    echo "console.log('Hello, world!');" > test.js
    ```

2. Upload it via `curl`:

    ```
    curl -X POST http://3.22.209.167/upload-game.php \
         -F "gameFile=@test.js"
    ```

3. You should see a JSON response indicating success:

    ```json
    { "message": "Game uploaded successfully!", "filename": "..." }
    ```

6. Confirm File Storage

Finally, verify that your file landed in the EBS directory:

```
ls -lh /mnt/ebs-storage/games/
```

You should see your uploaded `test.js` (with its unique prefix) listed.