## 1. Front‑end: Update GameCriteria.cshtml

html

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<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:

bash

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

Paste in:

php

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<?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

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:

bash

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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:

bash

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php -v

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

bash

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sudo yum install -y php php-cli php-mbstring php-fpm mod\_php

1. Restart services:

bash

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sudo systemctl restart httpd

sudo systemctl restart php-fpm

## 5. Test the Upload Endpoint

1. Create a dummy file:

bash

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

1. Upload it via curl:

bash

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curl -X POST http://3.22.209.167/upload-game.php \

-F "gameFile=@test.js"

1. You should see a JSON response indicating success:

json

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

## 6. Confirm File Storage

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

bash

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

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