Because the API gateway is not functioning at the time of completing this task, we have to upload the files another way. Ideally, the games would be submitted, passed to the GamesController, and then sent to persistent storage. The alternative we are able to use is sending the game file to upload-game.php.

In the GameCriteria.cshtml the following lines of code need to be added.

const formData = new FormData();

formData.append('gameFile', file);

fetch('http://3.22.209.167/upload-game.php', {

method: 'POST',

body: formData

})

.then(response => response.json())

.then(data => {

if (data.error) {

document.getElementById('errorMessages').textContent = data.error;

} else {

document.getElementById('message').textContent = data.message;

document.getElementById('message').style.display = 'block';

}

})

.catch(error => {

document.getElementById('errorMessages').textContent = 'Upload failed. Try again.';

console.error('Error:', error);

});

This changes the handling of the file from using the API gateway to being able to send the file directly on the same server. It Is still handling JSON responses and errors,

The upload-game.php is a server side script we must create in order to upload the file

In the EC2 instance, we must run the following command:

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

Then enter the following:

<?php

header("Content-Type: application/json");

$target\_dir = "/mnt/ebs-storage/games/";

if (!file\_exists($target\_dir)) {

mkdir($target\_dir, 0777, true);

}

if (!isset($\_FILES["gameFile"]) || $\_FILES["gameFile"]["error"] != UPLOAD\_ERR\_OK) {

echo json\_encode(["error" => "File upload failed. Error code: " . $\_FILES["gameFile"]["error"]]);

exit;

}

$filename = basename($\_FILES["gameFile"]["name"]);

$filename = preg\_replace("/[^a-zA-Z0-9.\-\_]/", "\_", $filename);

$unique\_filename = uniqid() . "\_" . $filename;

$target\_file = $target\_dir . $unique\_filename;

if (move\_uploaded\_file($\_FILES["gameFile"]["tmp\_name"], $target\_file)) {

echo json\_encode(["message" => "Game uploaded successfully!", "filename" => $unique\_filename]);

} else {

echo json\_encode(["error" => "Error uploading file."]);

}

?>

Then we have to make sure the right permissions have been given.

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/

Following that we have to verify that Apache can actually process .php files.

php -v

If no ouput

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

Then restart Apache and PHP.

sudo systemctl restart httpd

sudo systemctl restart php-fpm

Then we can test to see if our store is actually working.

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

curl -X POST http://3.22.209.167/upload-game.php -F “[gameFile=@test.js](mailto:gameFile=@test.js)”

To verify that they are stored run:

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