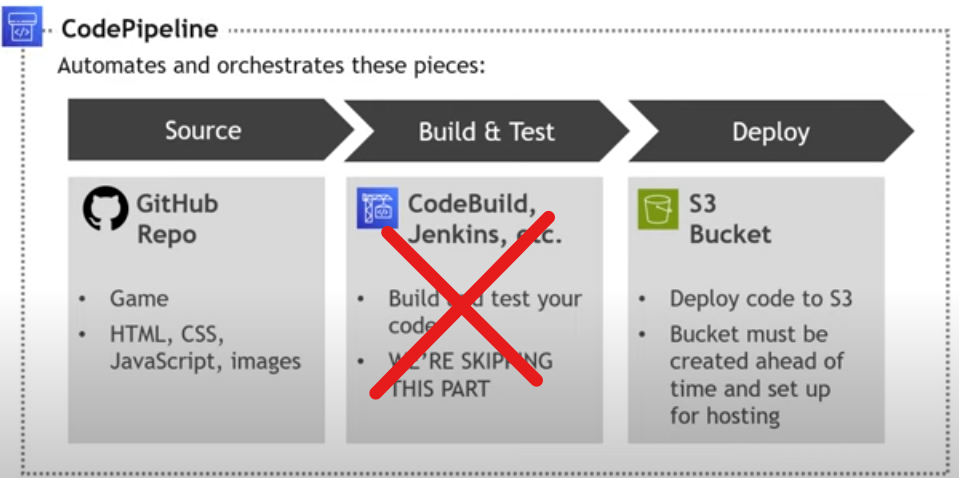
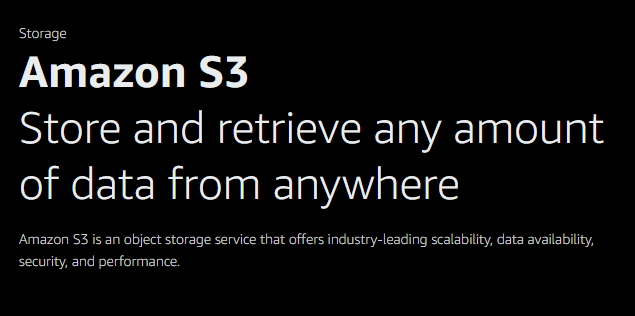
Aim: Using Code Pipeline to automate the hosting of Static web game with S3

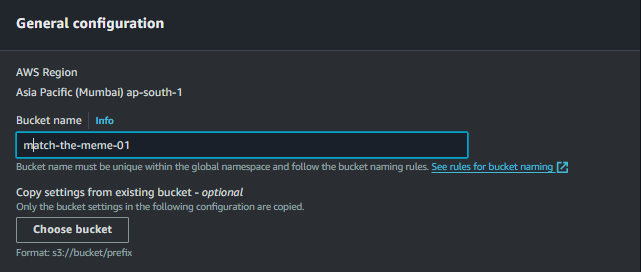


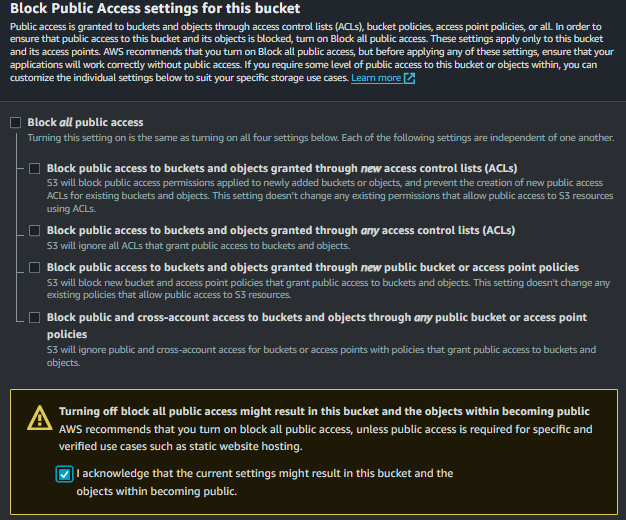
The code for the game is in my Github Reopsitory

Firstly lets set up s3 bucket > navigate to s3

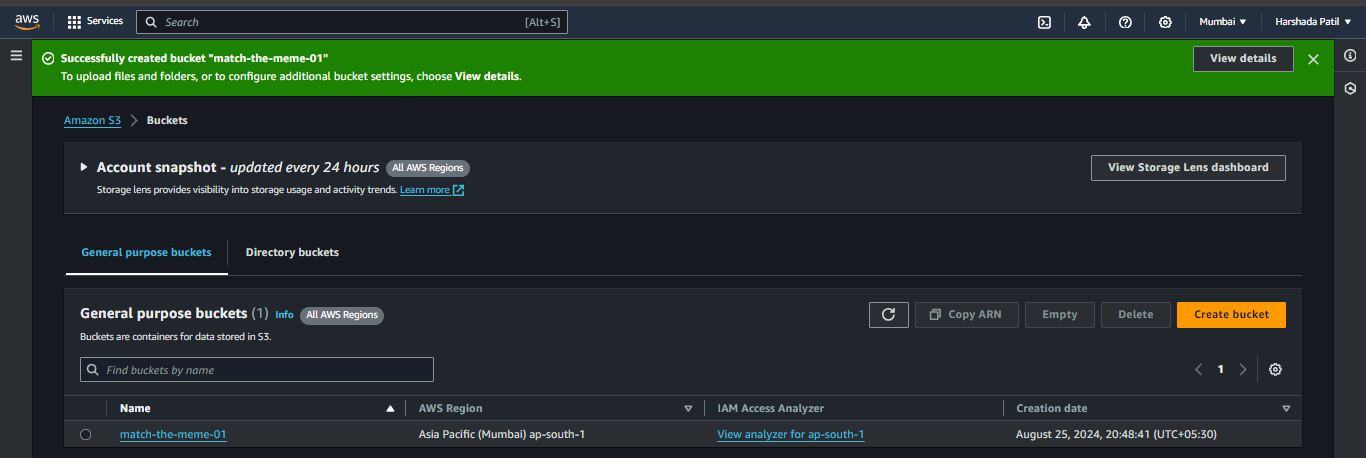


Create a bucket

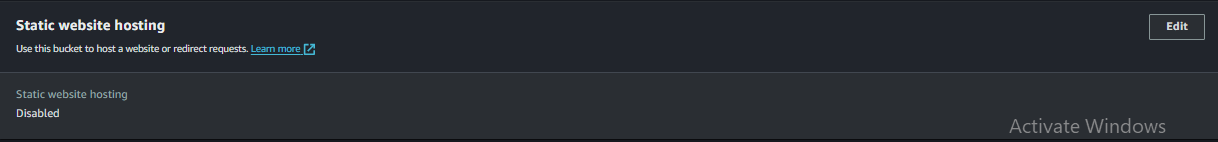




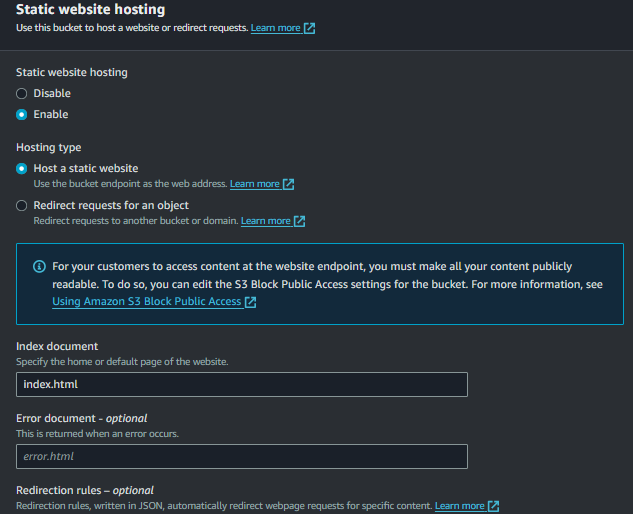
Rest all as default



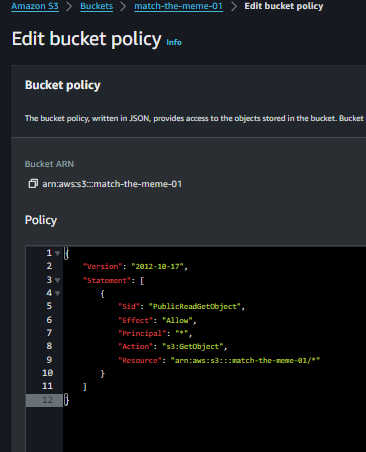
Open the bucket by clicking on the bucket name > properties > static website hosting



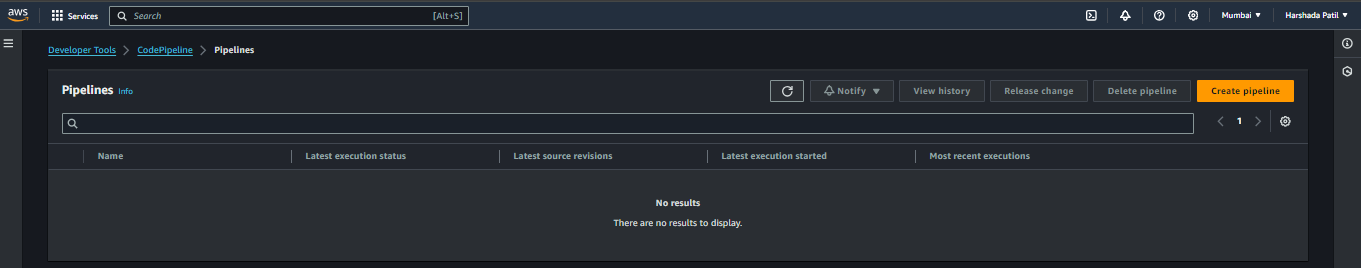
Edit > Static web hosting (enable) > index document(index.html) > rest all default > save changes



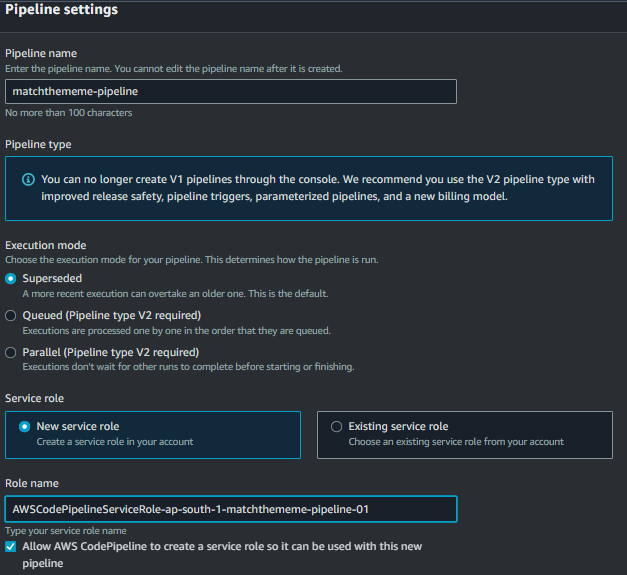
Permissions > Bucket policy > edit > add your bucket name there in the policy



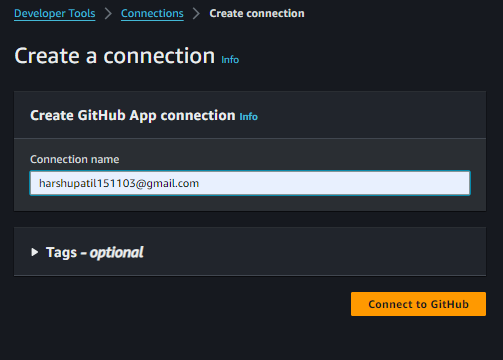
Now let’s set up a code pipeline > navigate to code pipeline



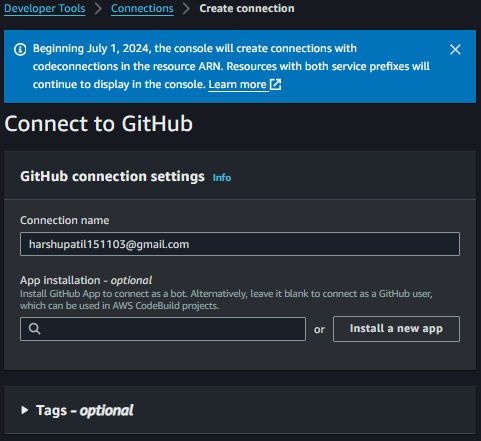
Create pipeline > name the pipeline (matchthememe-pipeline > execution mode ( Superseded If you want a behavior similar to V1, this is the closest match.) > next



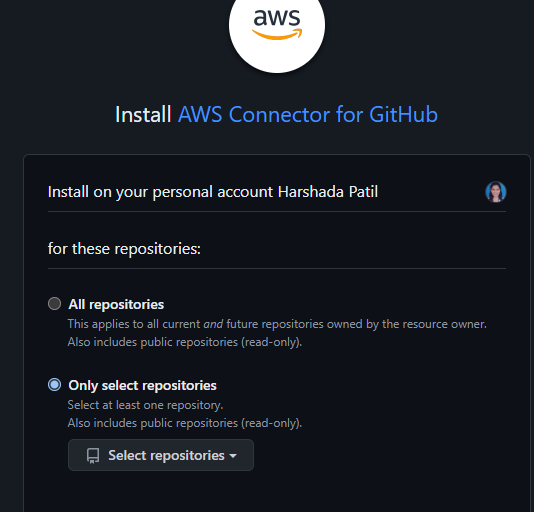
Source provider (Github version-2) > connect to github

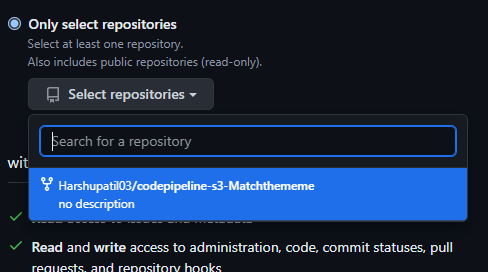


Authorize it

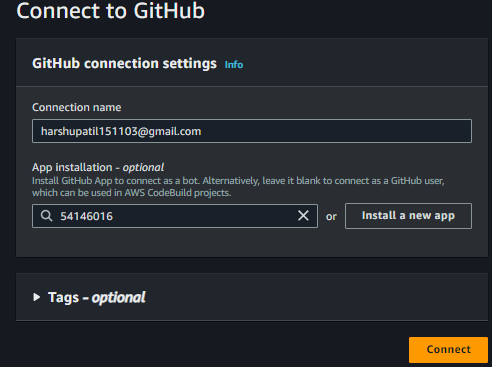


Install a new app

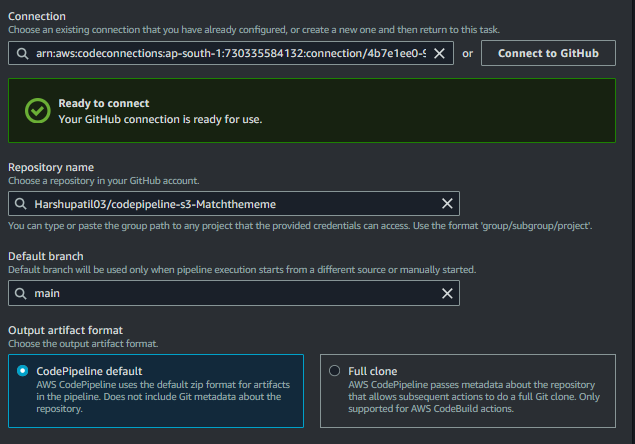




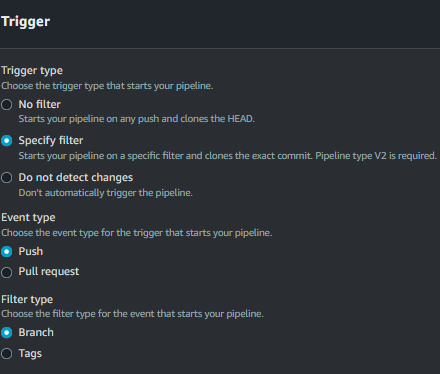
Install



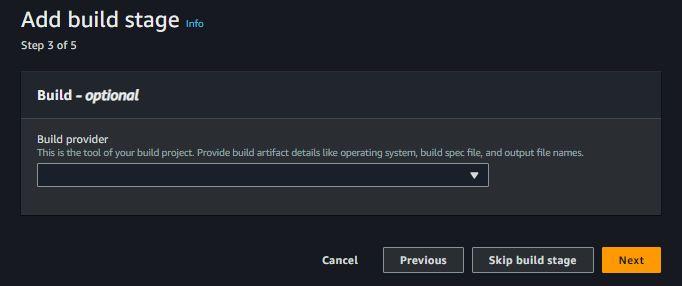
After connecting back to main page > you can see the connection has been established > select the repo name > default branch (main)



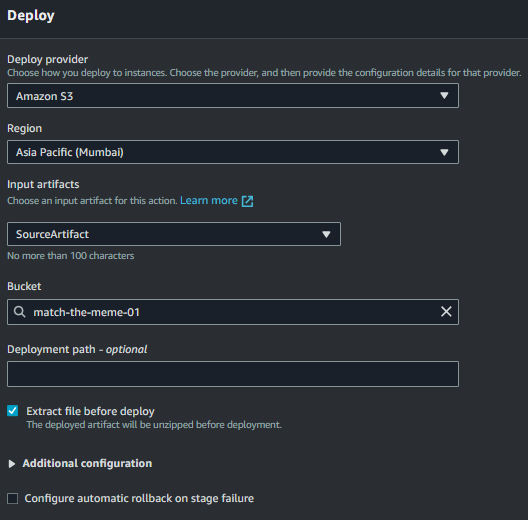
Trigger type > specify trigger > event type ( push) > filter type ( branch) > branches ( main) > next



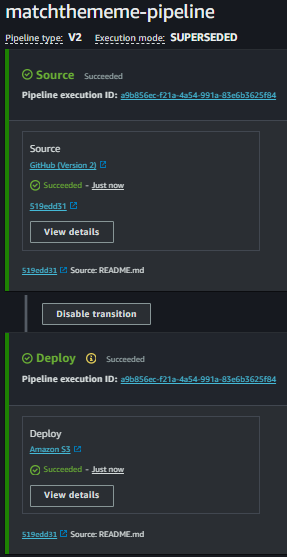
Skip the above step

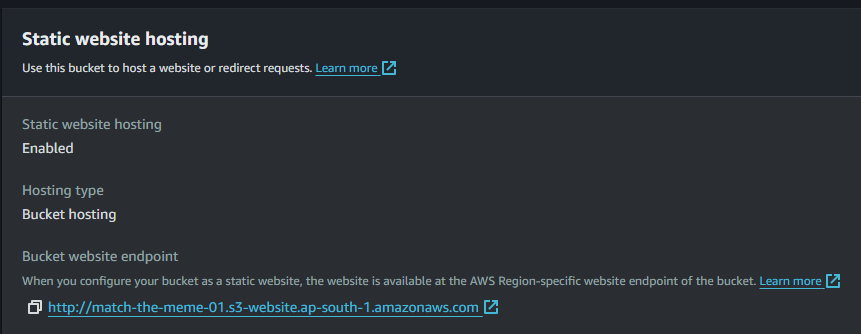


Deploy provider S3 > region Mumbai > input artefact source artefact > bucket (our bucket) > enable extract file before deploy > next

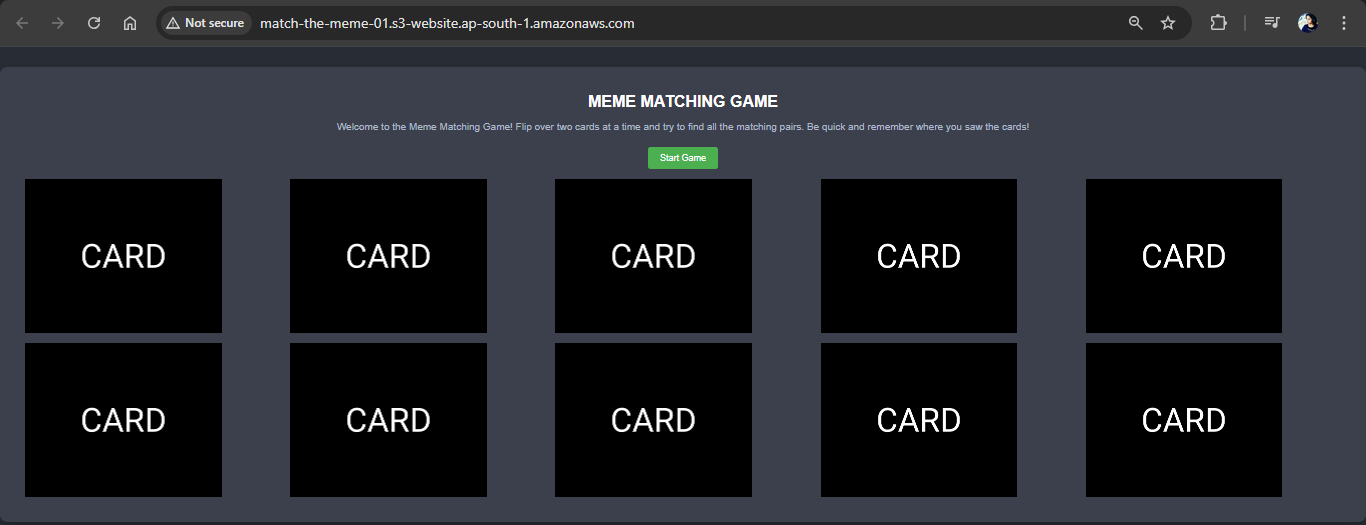


Review > create pipeline.



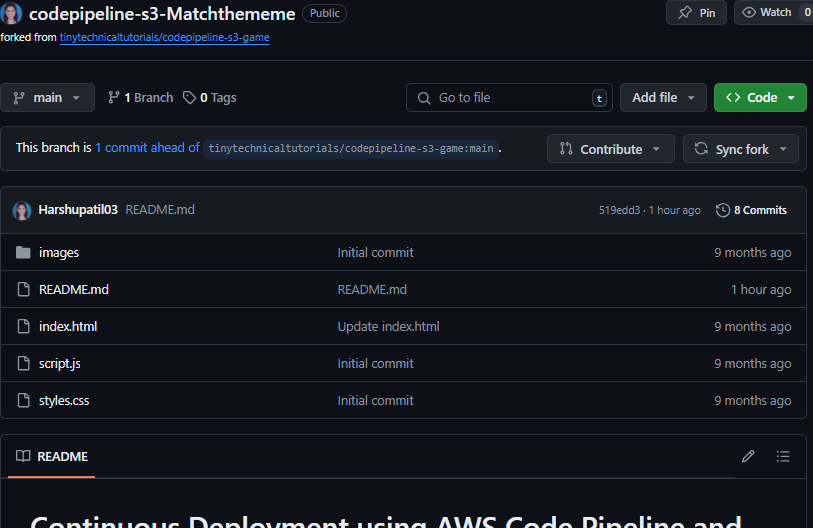
Go to s3 > bucket > properties > static website 

Click on the bucket website endpoint link > you will our game is successfully hosted>

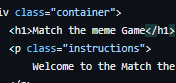
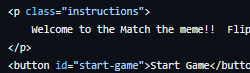


Let’s do some changes to our code to see if the code pipeline is automating the changes done to the game or not

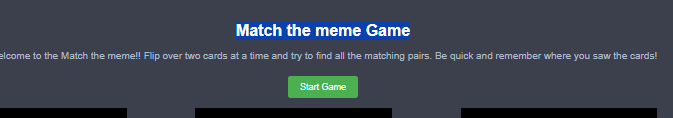
Go to our repo



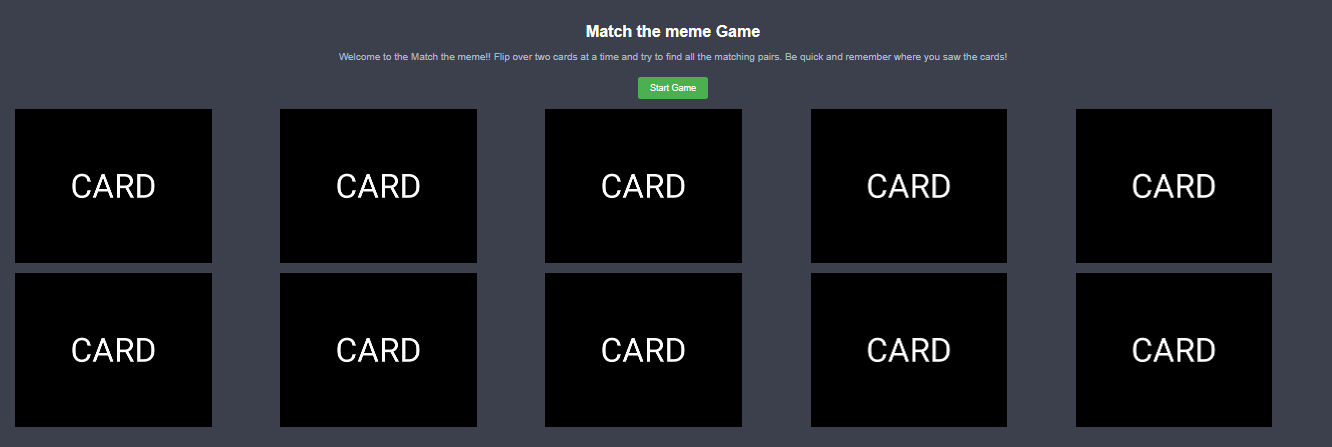
In index in html

> commit changes.



We can see the changes have been done.



# Match the me

**Match the meme Game**