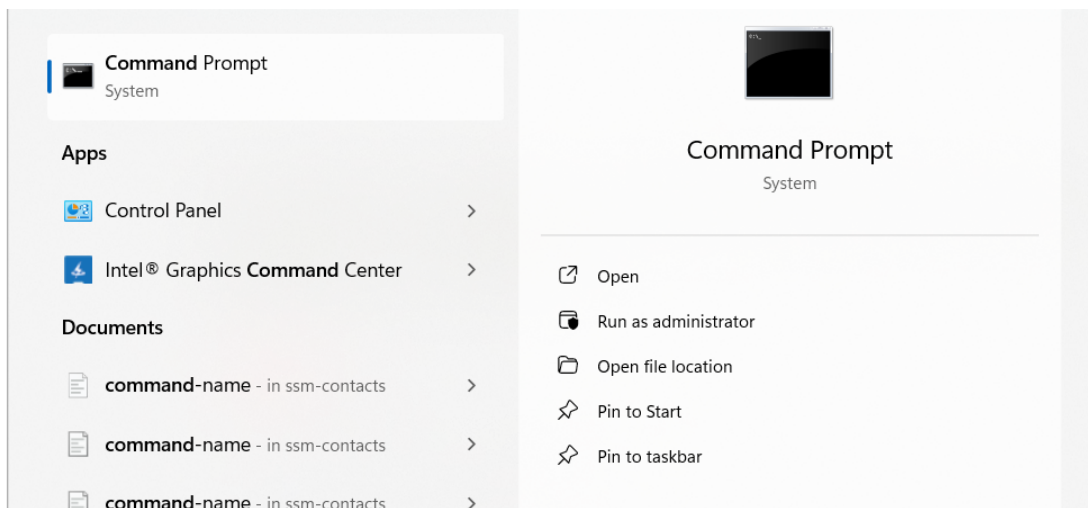


Create a game using Docker and deploy to AWS

Prerequisites:

1. **VS Code Editor:** Recommended for editing files.
2. AWS account

Search CMD prompt run it as administrator



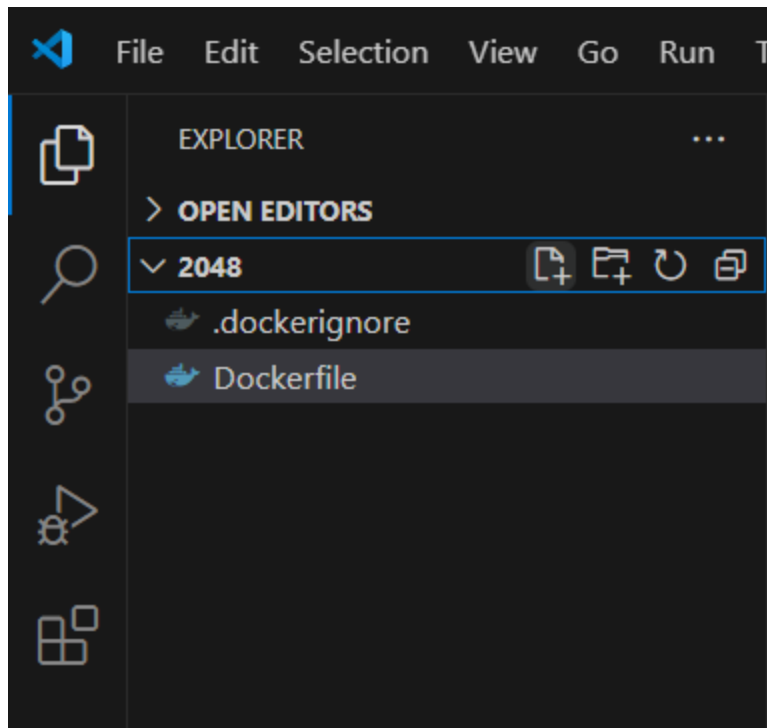
Run following commands:

`mkdir 2048` *#file will be created named as 2048*

`cd 2048` *#change the directory to 2048*

`code .` *#this will open VS code Editor*

Create new file: Dockerfile



Now type or paste the below code

```
FROM ubuntu:22.04

RUN apt-get update
RUN apt-get install -y nginx zip curl

RUN echo "daemon off;" >>/etc/nginx/nginx.conf
RUN curl -o /var/www/html/master.zip -L https://codelead.github.io
RUN cd /var/www/html/ && unzip master.zip && mv 2048-master/* .

EXPOSE 80

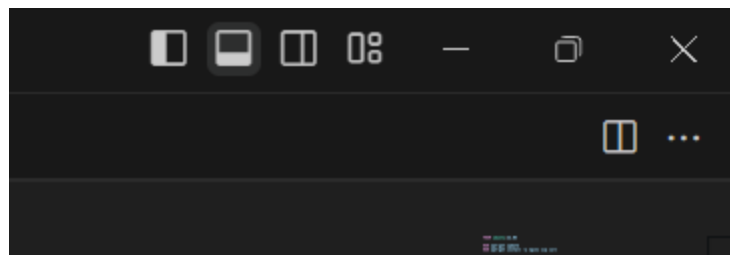
CMD ["/usr/sbin/nginx", "-c", "/etc/nginx/nginx.conf" ]
```



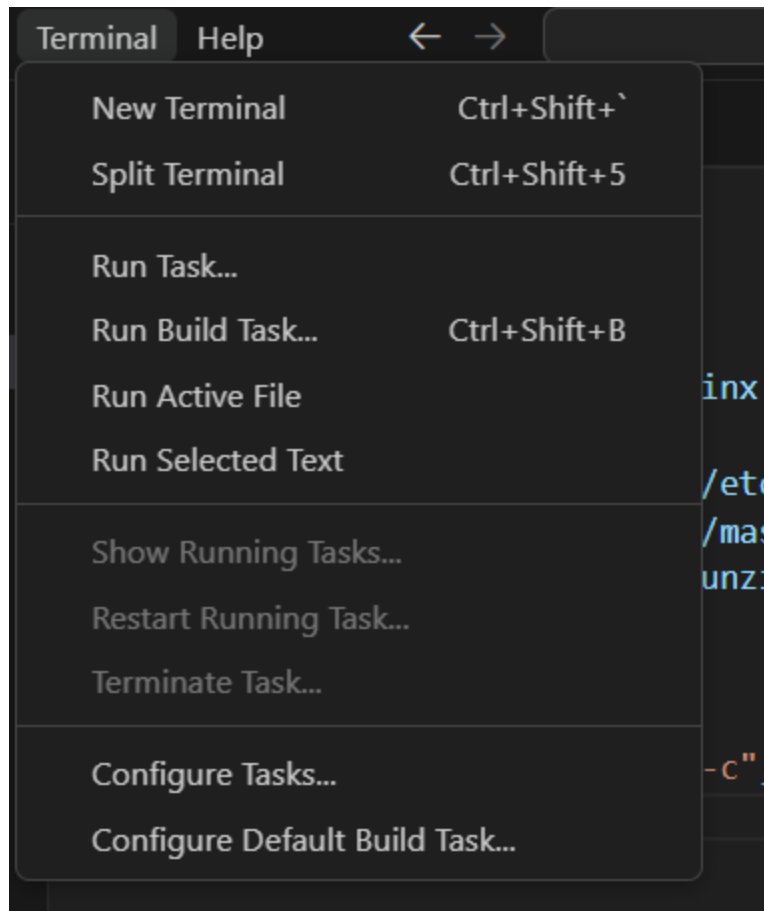
```
Dockerfile X
Dockerfile > ...
1 FROM ubuntu:22.04
2
3 RUN apt-get update
4 RUN apt-get install -y nginx zip curl
5
6 RUN echo "daemon off;" >>/etc/nginx/nginx.conf
7 RUN curl -o /var/www/html/master.zip -L https://codecademy.github.io/2048/zip/master
8 RUN cd /var/www/html/ && unzip master.zip && mv 2048-master/* . && rm -rf 2048-master master.zip
9
10 EXPOSE 80
11
12 CMD ["/usr/sbin/nginx", "-c", "/etc/nginx/nginx.conf"]
13
```

Make sure to save your file: ctrl + s button

Now click on second option toggle panel or press ctrl + j



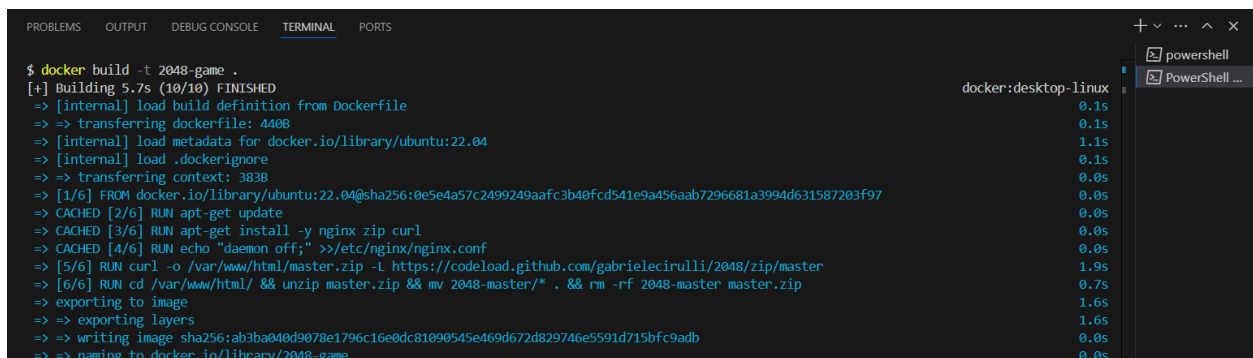
or go to terminal and click on New terminal



Now we have to build docker image using this docker file to do that run the following command:

```
docker build -t 2048-game .
```

#docker build -t filename and path here I'm at the exact location where my file is so that's why I'm using . which denotes current location.

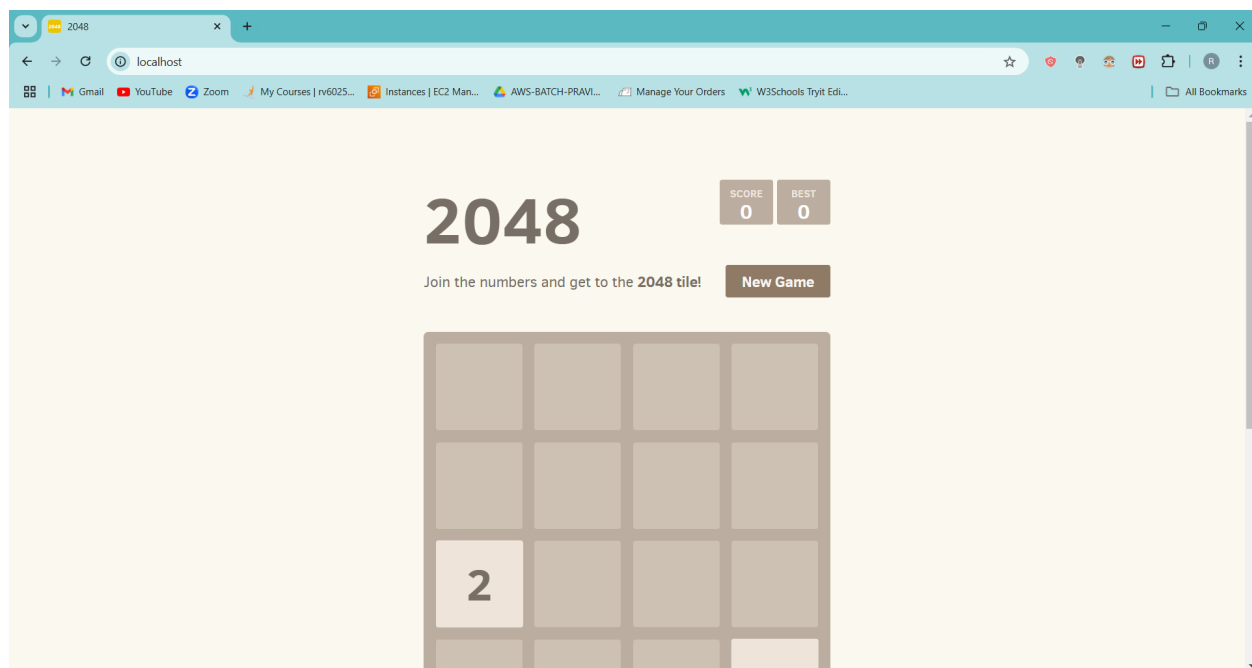


```
$ docker images
REPOSITORY TAG IMAGE ID CREATED SIZE
2048-game latest ab3ba040d907 About a minute ago 197MB
$ docker run -d -p 80:80 ab3ba040d907
bddcffffac5967fe7e8dce1b9181286dbba28ced3561b4319897d2c08f6233d8
$
```

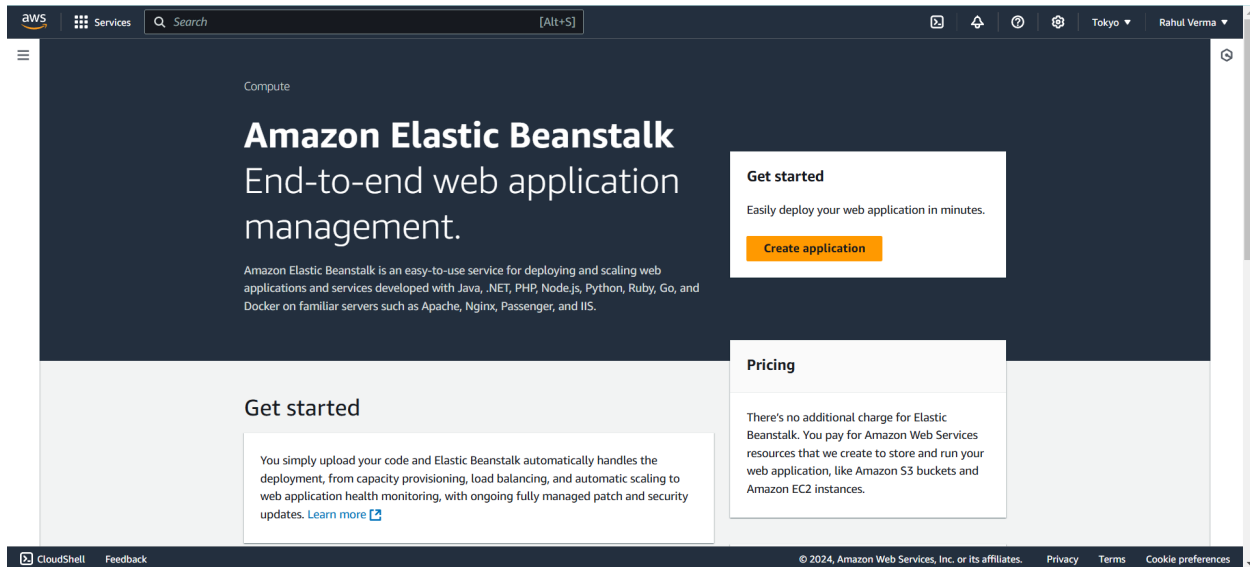
`docker images` #To check images is created or not

`docker run -d -p 80:80 (image_id or image name)`

open browser and type localhost



Open AWS console and search for Elastic beanstalk



Now select and enter the details:

Environment tier: Web server environment

Application name: 2048

Platform: Docker

Application code: upload your code option
-local file

Application code [Info](#)

☐ Sample application

☐ Existing version
Application versions that you have uploaded.

☒ Upload your code
Upload a source bundle from your computer or copy one from Amazon S3.

Version label

Unique name for this version of your application code.

Version label

Source code origin. Maximum size 500 MB

☒ Local file

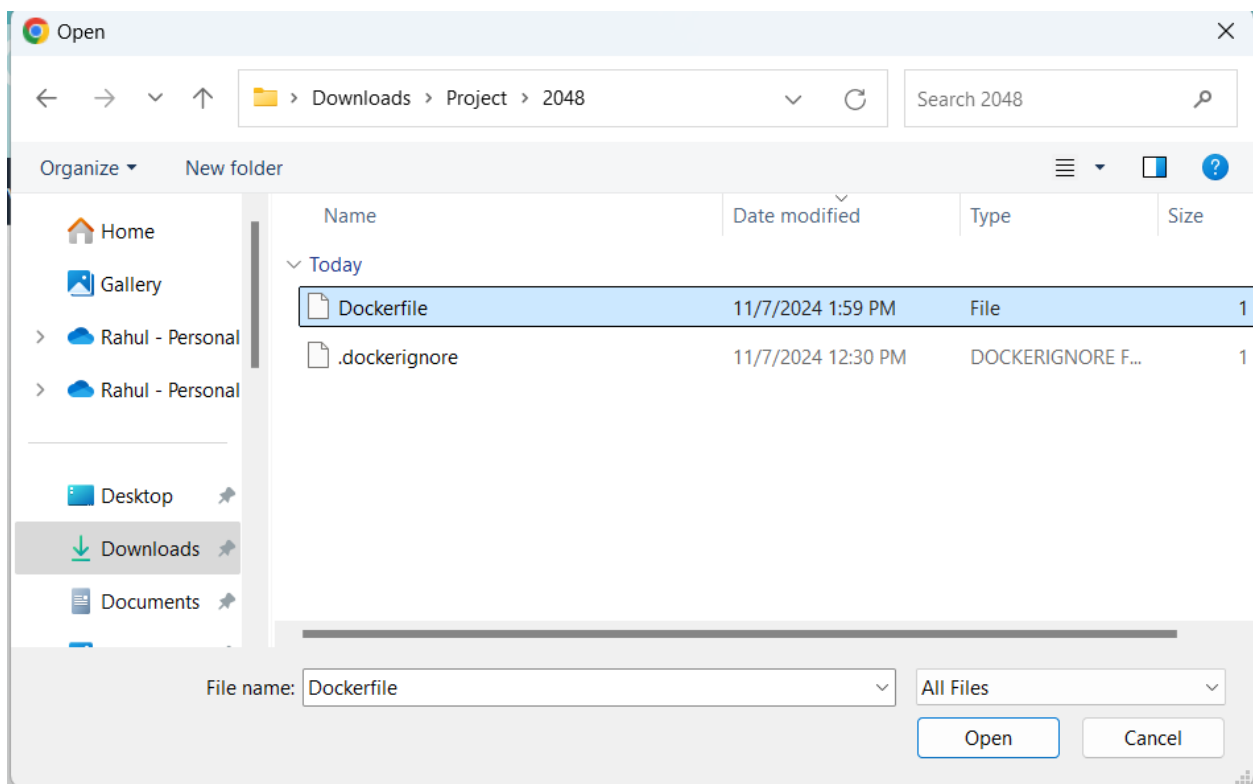
Upload application

↑ Choose file

File must be less than 500MB max file size

☐ Public S3 URL

choose file

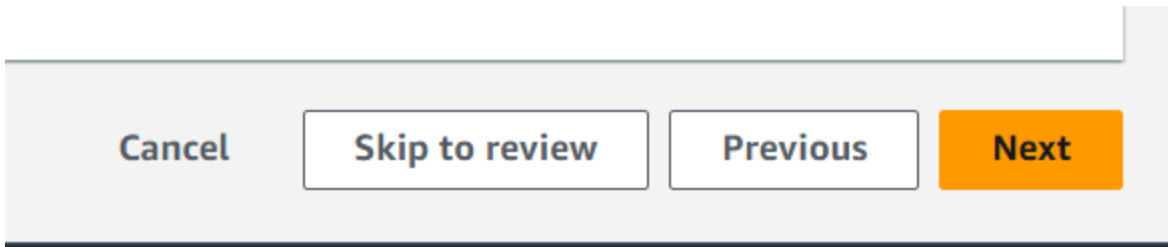


#in my case I have kept in download under that project folder inside project my file is created 2048 under that this dockerfile is present.

Preset: Single instance (free tier eligible) #Im using this option you can use according to your need

Now click on NEXT button

On next page Click on skin to review button



Finally click on Submit button

After creation click on this link this will open your game.

