

Google Cloud Platform Project

Snake Game on Google Cloud

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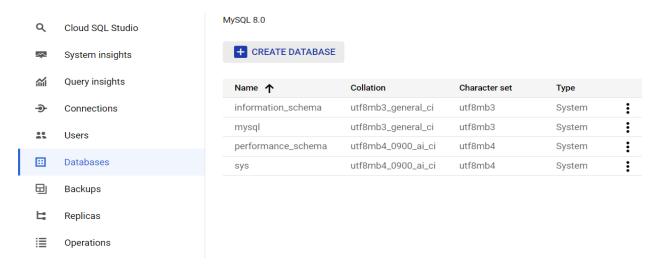
General Instructions

1- Make your own GCP account.
Through URL: https://cloud.google.com/

2- After you make your account go to SQL and create the database.

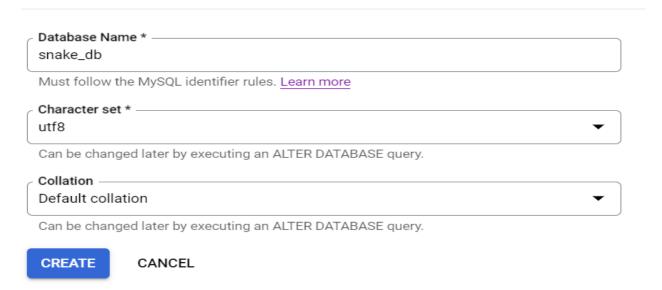
Create Database

1. Databases -> CREATE DATABASE



2. Enter Database Name and hit "CREATE"

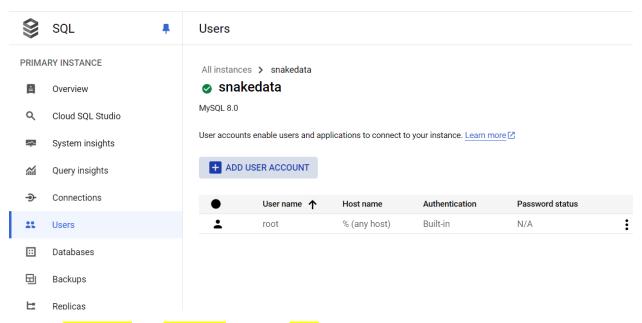
Create a database





Add User:

1. Users -> ADD USER ACCOUNT



2. enter user name and password then hit "ADD"

Built-in authentication

Creates a new username and password specific to this instance. User account will have cloudsqlsuperuser root access, but you can customize that later as needed. Learn more 🔀

Sultan

Password (Optional)

GENERATE

✓ PASSWORD POLICY

Host name ?

- Allow any host (%)
- Restrict host by IP address or address range

Users created with built-in authentication have the same privileges as the **root** user. Learn more \square

Cloud IAM

Associates an existing IAM principal with this user account. Must have a role providing instance-level access assigned to connect.

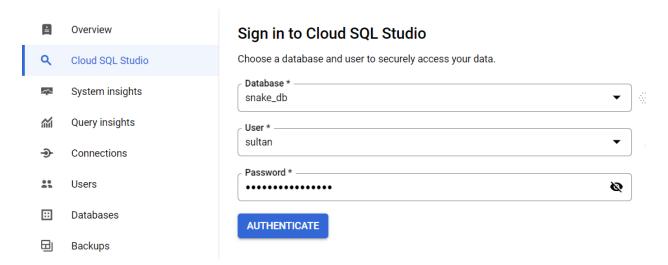


CANCEL



Create Table:

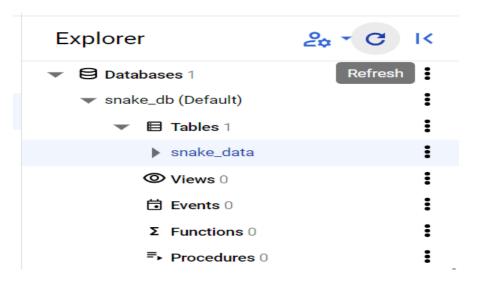
1. SQL-> Cloud SQL Studio-> Choose Database, User, User's Password:



2. Create Table:



3. Result





Editor:

1. Write in the shell: "git clone https://gist.github.com/948f425c554c9f9be1a4f34ff0e4c10b.git"

```
sultanfoorwork@cloudshell:~ (flamy-project-63104)$ git clone https://gist.github.com/948f425c554c9f9bela4f34ff0e4c10b.git
cloning into '948f425c554c9f9bela4f34ff0e4c10b'...
remote: Enumerating objects: 17, done.
remote: Counting objects: 100% (7/7), done.
remote: Compressing objects: 100% (7/7), done.
remote: Total 17 (delta 1), reused 0 (delta 0), pack-reused 10
Receiving objects: 100% (17/17), 9.68 KiB | 2.42 MiB/s, done.
Resolving deltas: 100% (3/3), done.
```

2. Open the Editor

```
pject-63104) $ git clone https://gist.github.com/948f425c554c9f9bela4f34ff0e4c10b.git
if0e4c10b'...

, done.
/10), done.
KiB | 9.95 MiB/s, done.
(delta 0), pack-reused 10

pject-63104) $ ls
OME-cloudshell.txt
```

3. Open "app.yaml" scroll down to env_variables:

```
    ✓ SnakeGame_folder/948f425c554c9f9b...
    ! app.yaml
    M
    M connection.php
    M handler.php
    M snake_game.php
    # style.css
    ■ README-cloudshell.txt
```

```
✓ SnakeGame_folder / 948f425c554c9f9b...
                                        18
                                              env_variables:
                                        19
! app.yaml
                                              # Replace USER, PASSWORD, DATABASE, and CONNECTION NAME with the
                                        20
 en connection.php
                                              # values obtained when configuring your Cloud SQL instance.
nandler.php
                                              CLOUDSQL_USER: #<USER>
                                        22
 en snake game.php
                                        23
                                               CLOUDSQL_DB: #<DATABASE>
                                              CLOUDSQL_PASSWORD: #<PASSWORD>
 # style.css
                                        24
                                              CLOUDSQL DSN: #/cloudsql/<INSTANCE CONNECTION NAME>

    ■ README-cloudshell.txt

                                        # [END gae_cloudsql_mysql_env]
```





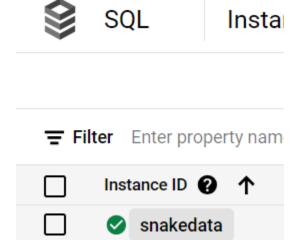
4. Replace the USER, PASSWORD, DATABASE, and CONNECTION_NAME:

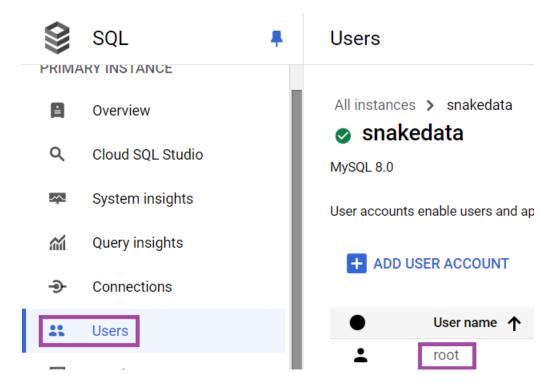
And this is how you get them

CLOUDSQL_USER:

Go to SQL-> Choose instance -> Users

1.

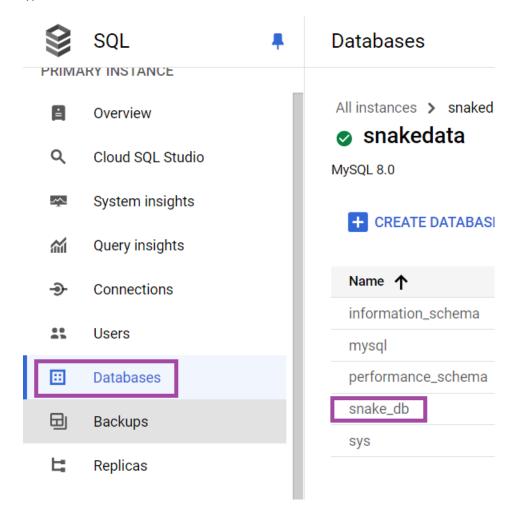






CLOUDSQL_DB:

SQL -> Databases





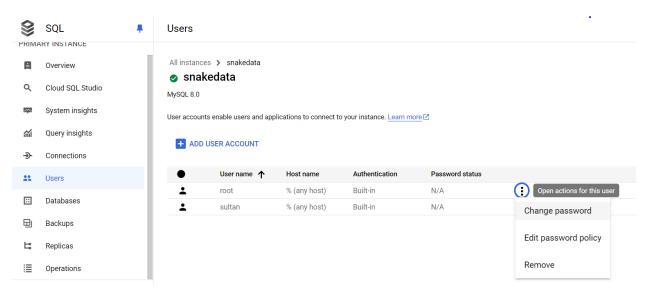


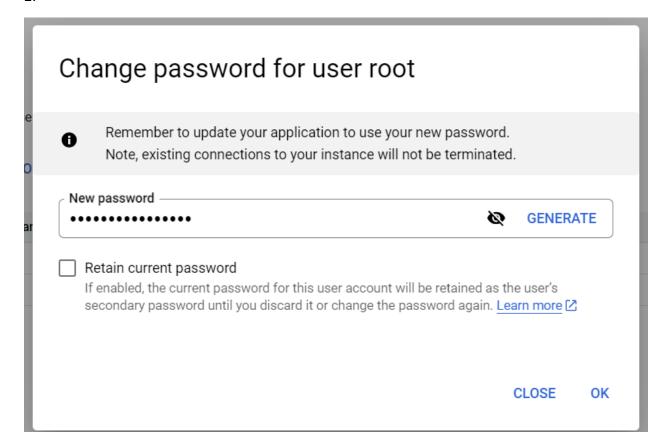
CLOUDSQL_PASSWORD:

SQL->Users

Change the root password and save it

1.



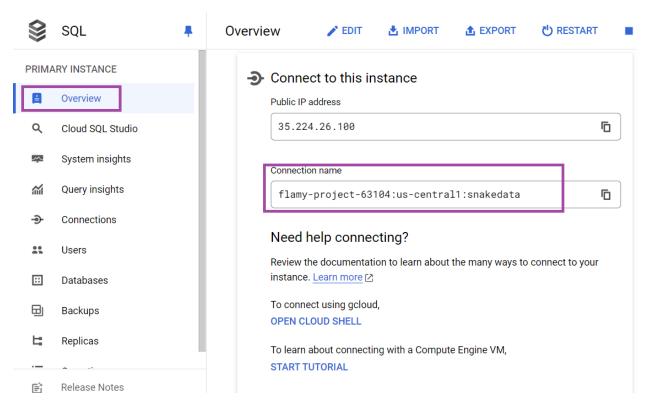




CLOUDSQL_DSN:

SQL->Overview-> Scroll down to "Connect to this instance" box

1.



Deploy The Game:

Run in the shell "gcloud app deploy":

```
sultanfoorwork@cloudshell:~/948f425c554c9f9bela4f34ff0e4c10b (flamy-project-63104)$ gcloud app deploy
Services to deploy:
descriptor:
                             [/home/sultanfoorwork/948f425c554c9f9bela4f34ff0e4c10b/app.yaml]
                             [/home/sultanfoorwork/948f425c554c9f9bela4f34ff0e4c10b]
source:
target project:
                              [flamy-project-63104]
                             [default]
target service:
target version:
                              [20240609t145452]
target url:
                              [https://flamy-project-63104.uc.r.appspot.com]
target service account:
                             [flamy-project-63104@appspot.gserviceaccount.com]
Do you want to continue (Y/n)?
```



2. Enter "y"

```
Do you want to continue (Y/n)? y

Beginning deployment of service [default]...

Uploading 0 files to Google Cloud Storage
100%

File upload done.

Updating service [default]...done.

Setting traffic split for service [default]...done.

Deployed service [default] to [https://flamy-project-63104.uc.r.appspot.com]

You can stream logs from the command line by running:

$ gcloud app logs tail -s default

To view your application in the web browser run:

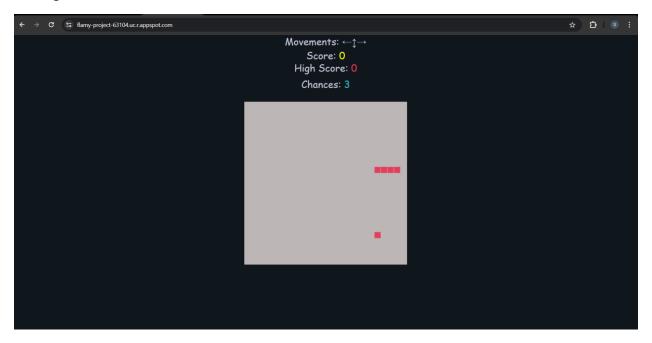
$ gcloud app browse

sultanfoorwork@cloudshell:~/948f425c554c9f9bela4f34ff0e4c10b (flamy-project-63104)$
```

Write "gcloud app browse" to get the URL

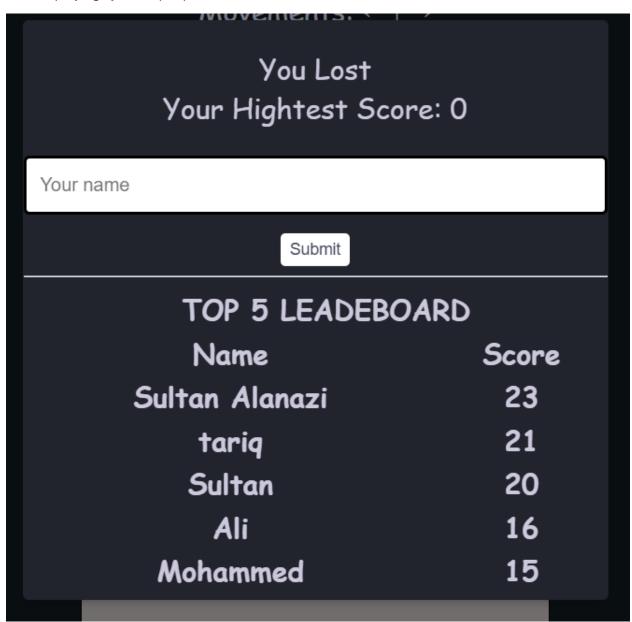
Results:

1. the game





2. After playing by some people



Good Luck!



