## Deploying 2048-GAME on AWS EKS using YAML

(Service Type: Load Balancer)

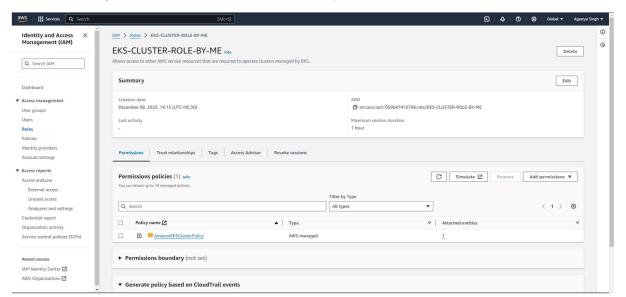
## PROJECT OBJECTIVES:

- Deploy 2048-Game using AWS Elastic Kubernetes Service
- Make use of YAML files to deploy Pod and Service
- Establish Service type as LoadBalancer.

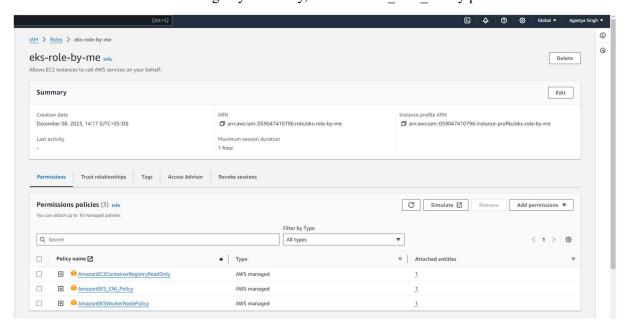
## STEPS TAKEN TO ACHIEVE OBJECTIVES:

------CONTROL PLANE SET-UP-----

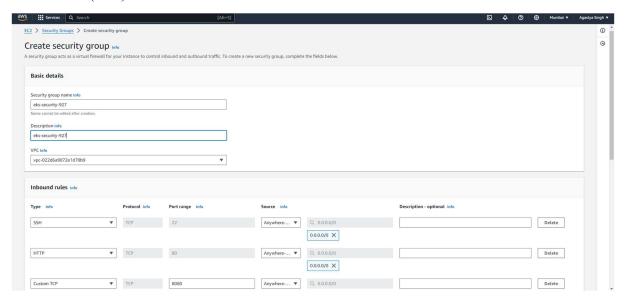
• Creating Role for the cluster with ClusterPolicy attached.



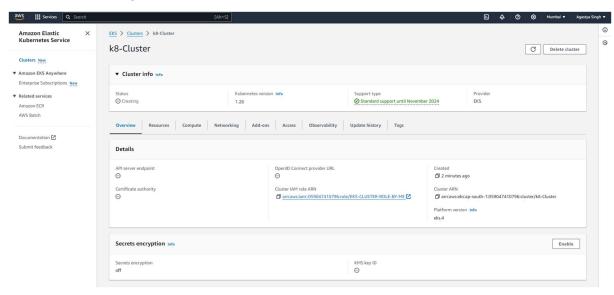
• Creating Role for Node Group with AmazonEKSWorkerNodePolicy, AmazonEC2ContainerRegistryReadOnly, AmazonEKS\_CNI\_Policy policies attached.

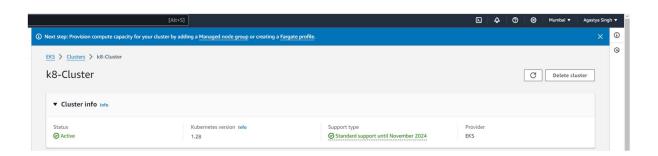


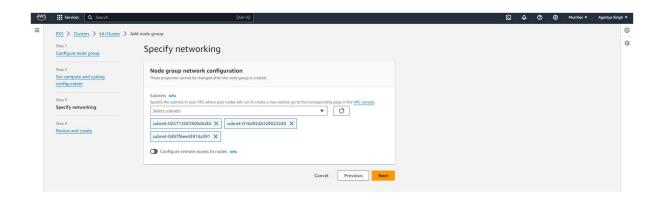
• Creating Security groups to allow inbound traffic for ports 22(SSH), 80(HTTP) and 8080(TCP)



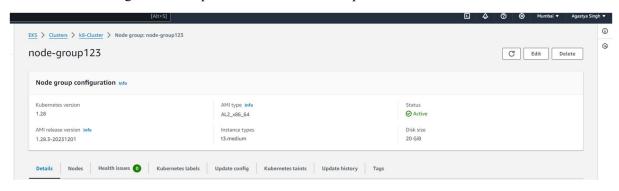
• Now creating the EKS Cluster with roles attached as created above.







• Then adding Node Group to the cluster from Compute Section.



-----DATA PLANE SET-UP------

• Authenticating and checking credentials



 Updating the kube config file to set region and cluster name to be able to connect to the cluster created in above steps.

(command: aws eks update-kubeconfig --region region-code --name my-cluster)



```
AWS CloudShell

ap-south-1

[cloudshell-user@ip-10-130-10-124 ~]$ aws sts get-caller-identity
{
    "UserId": "059047410796",
    "Account": "059047410796",
    "Account": "059047410796",
    "Arcount": "059047410796"
```

• Creating YAML File for Pods. (typo: blackicebird/2048, corrected it later:)

```
[cloudshell-user@ip-10-130-10-124 ~]$ cat 2048-pod.yaml
apiVersion: v1
kind: Pod
metadata:
name: 2048-pod
labels:
app: 2048-ws
spec:
containers:
- name: 2048-container
image: balckicebird/2048
ports:
- containerPort: 80
[cloudshell-user@ip-10-130-10-124 ~]$
```

• Applying YAML FILE

```
[cloudshell-user@ip-10-130-10-124 ~]$ nano 2048-pod.yaml
[cloudshell-user@ip-10-130-10-124 ~]$ kubectl apply -f 2048-pod.yaml
pod/2048-pod created
[cloudshell-user@ip-10-130-10-124 ~]$ kubectl get pods
NAME READY STATUS RESTARTS AGE
2048-pod 0/1 ErrImagePull 0 11s
```

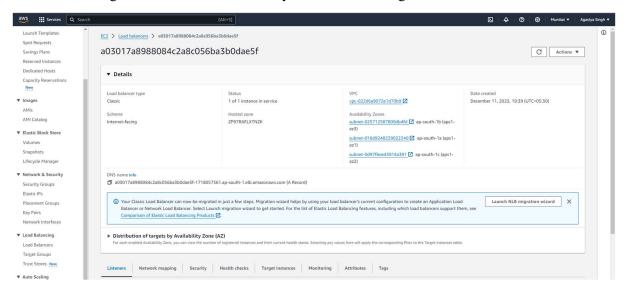
• Now creating YAML File for applying Service type as Load Balancer.



• Service is up and running

```
| Cloudstell-isser@ip-ll-10-10-10-24 - jfs whoret injoy - fingume-vec.yaml
| Cloudstell-isser@ip-ll-10-10-10-24 - jfs whoret injoy - fingume-vec.yaml
| Cloudstell-isser@ip-ll-10-10-10-24 - jfs whoret injoy - fingume-vec.yaml
| Services - jfs whoret injoy - jfs
```

• Checking Load Balancer address to try and connect through a browser window.



## OUTPUT:

• Game is successfully deployed and accessible through DNS address of Load Balancer through local browser.

