* Our team decided on hosting a video game ISO repository site. Our final project used the AWS S3 service, the AWS CloudWatch service, HTTrack, and Brackets.
* A website of this type called Vimm’s Lair (vimm.net) was found. Its GameBoy front page, appropriate game pages, and dependent web files were cloned using HTTrack for them to be hosted on our instance.
* Our team considered hosting the site on an Apache web server on an EC2 instance. Due to difficulties with Amazon CLI and the instance itself, this idea was scraped in favor of hosting the website on S3.
* The website was able to be hosted on S3 since it was a static site. Since it was hosted on S3, load balancing and auto scaling were a non-issue.
* An S3 bucket with public access enabled, ACL permissions applying only to the bucket user, and a policy allowing for reading objects was made. Static website hosting was enabled. The bucket was named “gamekingdom7.”
* The appropriate web files from Vimm’s Lair were uploaded on the S3 bucket. The ISOs were uploaded on the same bucket within a Game\_ISO(s) folder.
* The web page’s HTML coding was edited using Brackets so that the download links would route back to the game’s respective ISO endpoints within the S3 bucket.
* CloudWatch was selected for data analytics.
* Our static website was connected to a CloudWatch widget, which tracked the site’s request metrics on a line graph. The 9 tracked metrics were GET request, HEAD request, LIST request, All requests, bytes downloaded, 4XX errors, 5XX errors, first byte latency, and total request latency.
* The website was tested numerous times and was found to be mostly functional, although a small number of the unique ISO links (4 out of the 15) were not functional.
* Troubleshooting was attempted through reexamination of the HTML coding using Brackets and confirming file integrity through AWS S3.