

Application Setup

- Login to Application server
- Install docker-compose on the application server

`sudo apt install docker-compose`

- Create a directory called application test

`mkdir app-test`

- Clone your github repository here

`git clone`

<https://github.com/trainmefordevsecops/node-multiplayer-snake>

Application Setup

- Cd node-multiplayer-snake
create docker-compose for your game (application)
- Create your build for the application
docker build . -t amrit96/snake:new
- Push to docker repository
docker push amrit96/snake:new

Application Setup

- Create docker-compose file for the application build and commit it to github

```
1 version: '2'  
2 services:  
3   snake:  
4     image: 'amrit96/snake'  
5     environment:  
6       - "PORT:3000"  
7     ports:  
8       - "80:3000"  
9     volumes:  
10      - ./:/app
```

Run Application

- Pull image and run the docker container using `docker-compose up -d`
- If container up & running hit ip 192.168.56.101
- If able to see the game, means everything good
- Lastly we need to map domain `http://multiplayer-snake.tk` to 192.168.56.101 application server ip.