

us-east-1

Minecraft-vpc

Minecraft-subnet-public1-us-east-1a

WorldSaveBucket

Minecraft-vpce-s3

Minecraft-igw

Client connects on port 25565

Client

save script toggled by SSM syncs world save back to S3

sync on start up via bootstrap

Tunnel Connection

ActivePlayers Metric

SaveWorldShutdown

MinecraftShutdownTopic

StartMinecraftServer

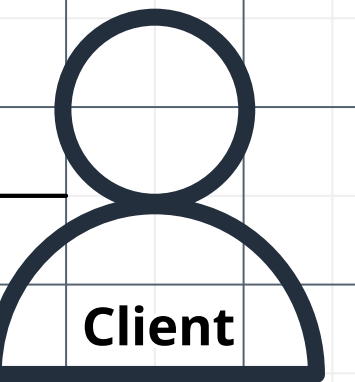
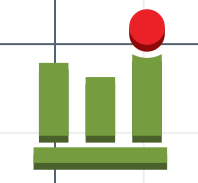
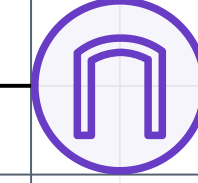
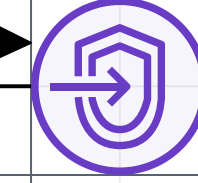
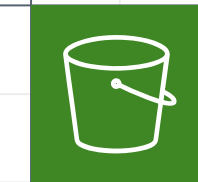
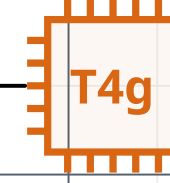
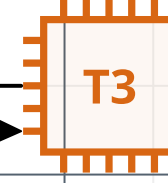
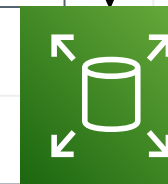
World Data & Save script

Minecraft Server

MCServerListener / Proxy

Spin-up EC2 Launch Template

Invokes Lambda



CloudWatch Alarm  
(Active Players < 0)

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