------------------------------------------------------------------------------------------------------------------------------------------Explination:

To deploy the gaming application in cloud I choose infrastructure as a service (IAAS) here my entire gaming application is dvided into 3 tires one is web tire it holds all the user experience information is stored where in application tire the gaming logic and functionality is present where as in database tire all the players information is stored. If we are deploying gaming application performance is major concern so if we choose IAAS where all infrastructure configuration is under our control when it comes to pricing the we have only pay for how much time we use.

To perform this I used services like route53, load balancer ,VPC, ec2, auto scaling, cloud watch ,sns, rds database services.

Step by step working:

1. when players generates the request it will received by the route53 and converts DNS into appropriate IP addresses.
2. Then load balancer takes the request and forwards the request webserver which ready to serve.
3. The web server forwards the request to the application server whatever the functionality is there is executed.
4. The database server get the information based on the request and forwards its to user here we are using the standby database for disaster recovery purpose.
5. The cloud watch is used to monitor the infrastructure if any thing wents wrong the it sends notifications via simple notification services(SNS).

