**Goal of this lecture:**

To Build and Push Super Mario Game Docker image with Dynamic Tag to Docker Hub

**Steps involved:**

1) Add a **version.txt** file at root of your repo and add a number 1 in it

2) Modify your **gitops-build-push-supermario-image.yaml** code as below:

name: "Build and push Super Mario Docker image with dynamic tag to Docker Hub"

on:

push:

branches:

- main

env:

VERSION: $(( $(cat version.txt) + 1 ))

jobs:

build\_push\_supermario\_docker\_image:

runs-on: ubuntu-latest

steps:

- name: Checkout Repository

uses: actions/checkout@v3

- name: Login to Docker Hub

run: echo "${{ secrets.DOCKERHUB\_TOKEN }}" | docker login -u "${{ secrets.DOCKERHUB\_USERNAME }}" --password-stdin

- name: Build and Push Docker Image

run: |

docker build -t docker.io/raghuthesecurityexpert/supermariogitopsproject:${{ env.VERSION }} .

docker push docker.io/raghuthesecurityexpert/supermariogitopsproject:${{ env.VERSION }}

3) Push the code to remote Github repo.