Creating a 2048 game using Dockerfile and launching it on EC2.

Step01) Create a instance on EC2 and install docker on it.

Step02) create a directory named 2048.

Step03) create a Dockerfile and do these entries

FROM ubuntu:22.04

RUN apt-get update

RUN apt-get install -y nginx zip curl

RUN echo "daemon off;" >> /etc/nginx/nginx.conf

RUN curl -o /var/www/html/master.zip -L https://codeload.github.com/gabrielecirulli/2048/zip/master

RUN cd /var/www/html && unzip master.zip && mv 2048-master/\* . && rm -rf master.zip 2048-master

EXPOSE 80

CMD ["/usr/sbin/nginx", "-c", "/etc/nginx/nginx.conf"]

Step04) now create a image from this dockerfile

docker build -t <image\_name> .

i’ve taken image name as 2048-game

Step05) now create a container with this image

docker run -itd --name con1 --hostname con1 -p 80:80 2048-game

Step06) now hit the public ip of instance on browser.