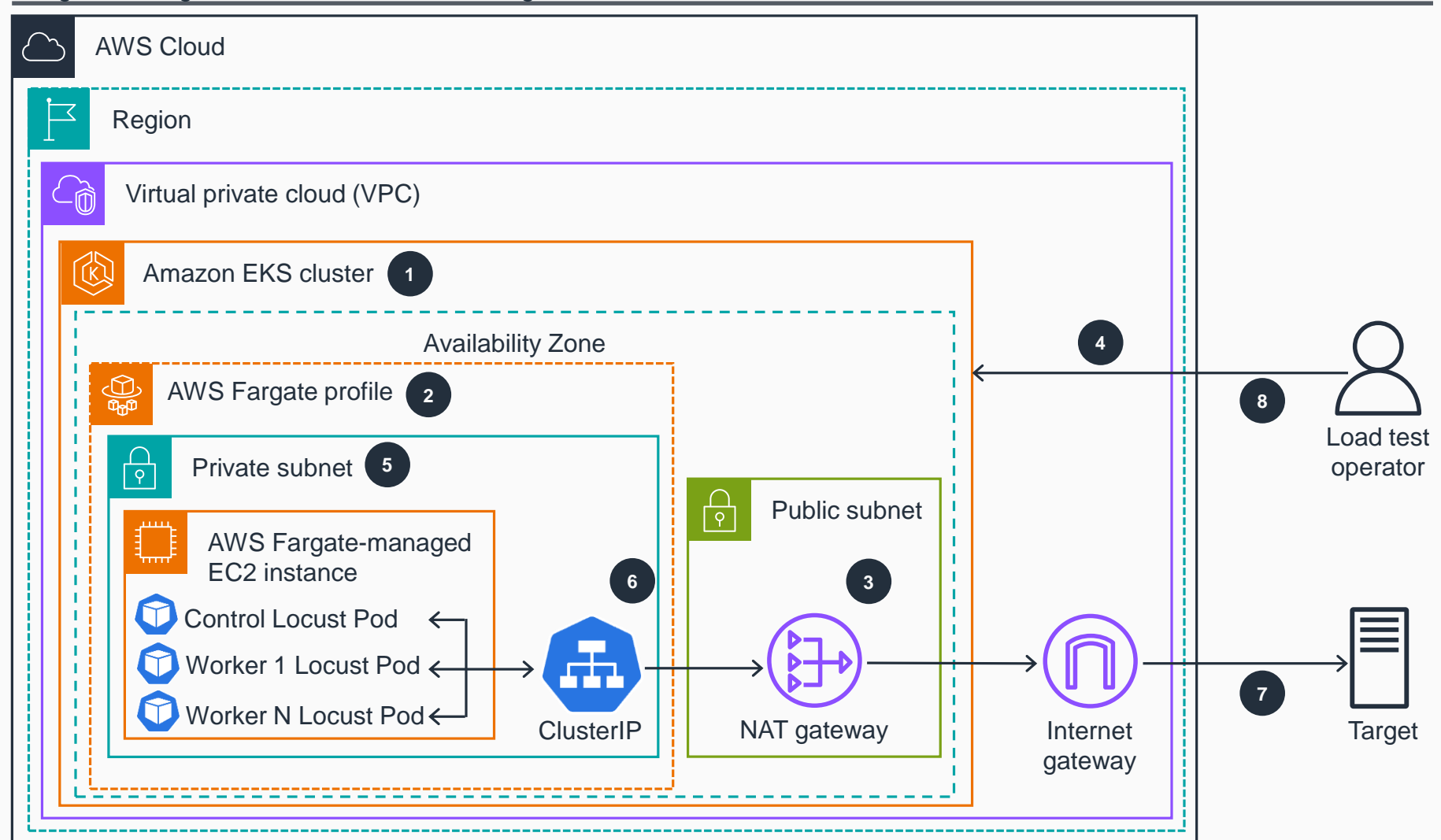


Guidance for Kubernetes-Based Game Load Testing on AWS

This architecture diagram illustrates how to quickly set up a secure and scalable load testing solution in a container environment, using AWS Fargate and the Locust load testing framework.



- 1 Create an **Amazon Elastic Kubernetes Service (Amazon EKS)** cluster, which spans multiple public and private subnets.
- 2 Create an **AWS Fargate** profile to define the namespace and private subnets that will run the load-generating Locust pods on **Fargate**.
- 3 NAT gateways on the cluster's public subnets provide the Locust pods with the ability to generate traffic towards the external target.
- 4 The load test operator interacts with the **Amazon EKS** cluster using simple **AWS CLI** and kubectl commands through the terminal.
- 5 Using the provided deployment files, the load test operator can customize and deploy the Locust control and Locust worker pods, containing a particular load testing script in a **Fargate**-managed node.
- 6 A ClusterIP service is created to facilitate communication within the cluster.
- 7 Once containers are up and running, the load is generated towards the external target according to the load testing script.
- 8 The load test operator initiates port forwarding to the Locust control pod and accesses its web dashboard through a local web browser.

