



Architecture Diagrams

Unity Build Pipeline: iOS Games on AWS Cloud



Unity Build Pipeline: iOS Games on AWS Cloud: Architecture Diagrams

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6. The resulting Xcode project transfers to a Jenkins worker on an Amazon EC2 Mac Instance. This worker finalizes and signs the build and exports an .ipa file.
7. Certificates, private keys, and provisioning profiles are stored in AWS Secrets Manager. The Mac dynamically pulls them during a build.
8. An .ipa archive file is exported as a Jenkins artifact and stored in an [Amazon S3](#) bucket.

Further reading

For additional information, refer to

- [AWS Architecture Icons](#)
- [AWS Architecture Center](#)
- [AWS Well-Architected](#)
- [AWS Game Tech product page](#)

Diagram history

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Change	Description	Date
Initial publication	Reference architecture diagram first published.	November 24, 2021

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