

Previous knowledge on WIS architecture



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General project information


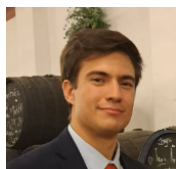



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Revision table

01	16/02/2024
The report adheres to the specifications	

Introduction

In this report we will be exploring our previous knowledge around WIS architectures, before it was properly introduced and explained to us in the subject Design and Testing 2 (DP2)

Contents

Our experience with WIS architectures could be summarized to the project realized during Designs and Testing 1 (DP1). In said subject, we worked on the development and design of a web

based table-top game, with our tasks ranging from manipulating the database schema to redesigning the frontend style and functionality given to us as a template.

Even though we have experience with WIS architectures through the aforementioned project, we didn't touch on many important aspects of the architecture, as the template project given

to us facilitated much of the setup work, and we didn't, for example, have to deal with database permanence, for it was not needed for the objectives of the project.

Conclusions:

We didn't know much about WIS architectures as a whole, aside from our limited experience within the project realized in DP1

Bibliography

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