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Computer Games Development CW208

Technical Design Document

Year IV

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Davids Jalisevs

C00239534

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# Technical Design

# UML Diagrams

## Overview Diagram

Chart, diagram, box and whisker chart

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## **Simple Game Loop Diagram**

Diagram

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# Anwil Works

Anvil Works is a web service that provides a cloud-based development environment for building and deploying web applications quickly. It offers a range of tools, including a drag-and-drop interface for building user interfaces, database integration, and serverless functions.

Anvil's drag-and-drop interface allows developers to build user interfaces quickly, without needing to write code. This can save time and effort, especially for developers who are not experienced in web development.

One of the most beneficial features of Anvil is its seamless integration with PostgreSQL, a widely used open-source relational database management system. This enables you to store and analyse data in a centralized location, making it easy to monitor game data and make informed decisions about your game's design and user experience.

code demonstrates a straightforward way to send data from your game to the Anvil server using the UnityWebRequest class. The data is sent in JSON format to the URL specified in the 'url' variable. This allows to store game data in a structured manner and analyse it using the tools provided by Anvil.

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Then calling this function at any time in the game would execute the postData

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Benefits of collecting game data

By monitoring game data, you can gain insights into user behaviour, game analytics, and other metrics. This can help you make informed decisions about the design and user experience of your game, ultimately leading to a more polished and professional-looking product.

By collecting data on how players interact with the game, developers can gain insights into which aspects of the game are working well and which need improvement. For example, data on player engagement can help identify which levels or game mechanics are most popular, allowing developers to focus on improving those areas. Similarly, data on player retention can help identify areas where players are dropping off, allowing developers to adjust improve the overall experience.

In addition to its benefits for game design, data can also be used for marketing and monetization purposes. By analyzing data on player behavior and preferences, developers can tailor advertising and promotional campaigns to better reach their target audience. Similarly, data on player spending habits can help developers optimize monetization strategies, such as in-game purchases or subscription models.

Overall, the use of Anvil Works as a web service provides a powerful toolset for game developers, allowing them to easily monitor game data and make informed decisions about their game's design and user experience. Your code for sending data to the Anvil server demonstrates a simple and effective way to integrate this web service into your game.

Chart, histogram, waterfall chart

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