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**Module 6 Assignment**

The game Draw It or Lose It will need random access to 200 high-def images at any given time. The main thing that needs to be considered when managing memory for this game is frame rates. The program needs to be able to access any of the 200 images at any time and be able to draw it in 30 seconds. This needs to be consistent and without lag as the rules of the game depend on timing.

As far as storage goes, we need to consider the size of the application itself as well as the 200 high-def images, each at 8 megabytes. This will be of course on the server side as this is a web-based application. On the client side, only a cache needs to be considered for temporary storage of files such as preloaded images and save states.

The difference between how memory and storage are used, specifically in the game Draw It or Lose It, is basically holding and transferring. Storage permanently holds all functions of the game as well as the image files. Memory has access to this storage as well as other functions on the network side. Memory acts as a mode of transfer for game functions and images to the client. When the client disconnects from the server, all RAM is cleared. The client may hold save states and preloaded images in a cache, but on the server side the game is reset. Storage only holds what is necessary for the game to function, as if it is being played for the first time every time.