

Module Seven

Learning Objective

By the end of this module, you will meet this learning objective:



Analyze the characteristics of and techniques specific to various systems architectures

Module Overview

We have arrived at the point in this course where it is time to pull together the concepts you have learned so far and make a recommendation to the client, The Gaming Room. Reflect on the primary concept of a traditional operating system or a newer, cloud-based operating platform. Keep in mind that the goal is to provide an environment that can support the development, testing, and continuous runtime execution of their Draw It or Lose It game application.

Be sure to cover key concepts of memory management, storage, and the kind of distributed architecture necessary for the game project to be successful. You will be adding this new material that you develop to the software design document that you started in Project One. While you will not be assessed or graded on the sections you submitted earlier, it is in your best interest to apply the feedback you were given on earlier assignments to create a polished document that serves as a model artifact in the personal portfolio of work that you built and delivered here at SNHU.

Module at a Glance

This is the recommended plan for completing the reading assignments and activities within the module. Additional information can be found in the module Resources section and on the module table of contents page.

- 1** Submit Project Three.
- 2** Complete the portfolio preparation.