Adding Games to the Game Room
CS 230 Project Software Design Template
Version 1.0

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Document Revision History

| Version	Date	Author	Comments
1.0	03/23/2022	Joseph Ducharme	Added Entity class, and made the game class and player class inherit from said class.

Executive Summary

The problem is that there are 3 classes that all inherit one main class. We solve this problem by using a super in all sub classes for the id and name.

Design Constraints

Being a web-based environment we must deal with different types of connections.

Domain Model

As we look at the UML diagram below, we see the Entity Class we see the player, team , and game class all inherit from it. The gameservice also builds off the player and team id.
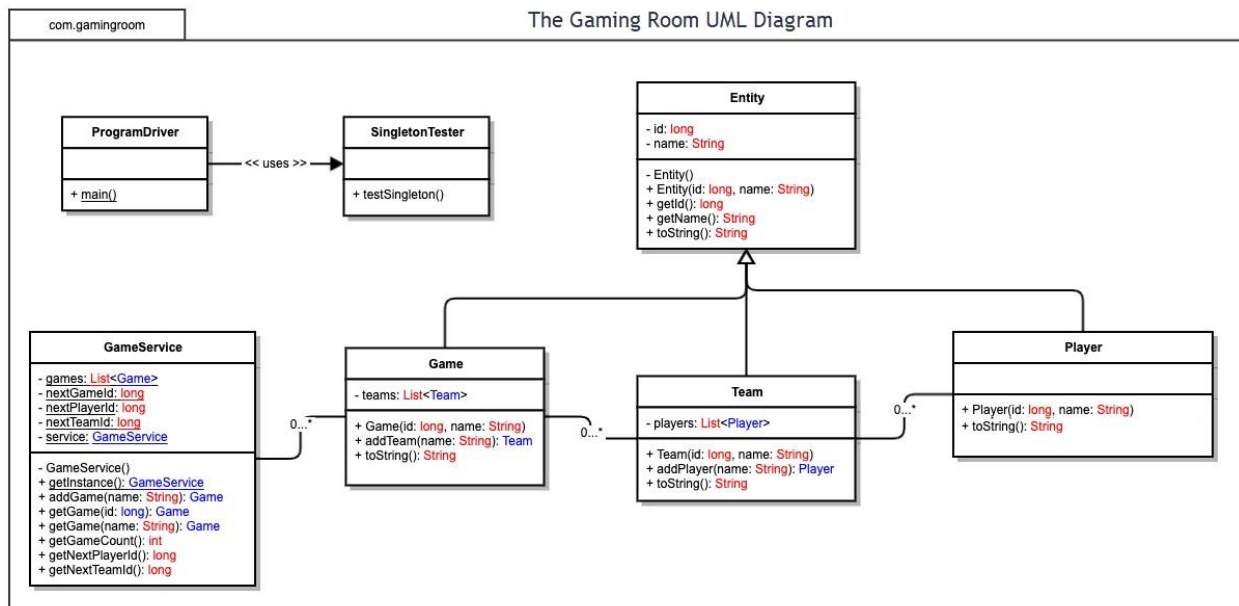
Evaluation

Not much experience in anything other than windows here. I really don't know what to put in these columns

Development Requirements	Mac	Linux	Windows	Mobile Devices
Server Side	Still the same feeling with these boxes and this class.	Not many people use linux so who know the characteristics of this.	Windows has been out from the dawn of the day, the weaknesses of that would be its highly targeted for attacks.	Moblie is either ios or andriod , but with diffenet specs and sizes , and so on, the cost to make apps would be high I think.

Client Side	With only developing for ios cost time and expertise would be low.	Again, linux is not used must so I fell cost would be high time would be long and expertise on it would be low.	I feel like this would be cost low, time would prob be medium, and expertise on windows would be high.	Cost for all making a app for all types of devices would be high, time would be long, but I thing expertise would be medium.
Development Tools	Id assume you would have to use the mac ide to make this app work.	Again, with having little experience with anything besides windows I would say you would have to use the linux ide.	For this I used eclipse to program this program, which is a wildly used ide.	Id assume that it would be easy to port over from mac os to the os for iphone, but as for andriod you would have to us its ide.

Recommendations

1. **Operating Platform**: The best Operating platform would be windows. This would allow you to explain the game further. Also more clients will be able to use the program.

2. **Operating Systems Architectures**: The Operating System we would be recommending would be the latest version of window. With updating to the most current window that is available.

3. **Storage Management**: We would put this in a SSD or NVME to allow the program to load quickly. This and the memory will allow the client to navigate the program fast and efficiently.

4. **Memory Management**: For memory there will be use of DDR4 with speeds of at least 3200mz , this will allow parts of the program to be loaded in the memory for quick use when needed from the client.
5. **Distributed Systems and Networks**: Any program no matter the platform with always have issues with connectivity, outages and so on. As developers we will always work on better methods to keep that to a minimum.

6. **Security**: With security in mind, we make it so many classes are private so they can't be accused by outside sources. We also recommend running this on windows who have a built-in firewall to help protect the user.