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SNHU

CS-230

**Module Eight Journal**

**GitHub**

**1.What did you do particularly well in developing this documentation?**

I excelled in understanding and accurately interpreting the client’s requirements, which is the cornerstone of the development process. Maintaining a clear list of requirements ensured the project aligned with the client’s vision.

**2.What about the process of working through a design document did you find helpful when developing the code?**

Working through the design document helped me stay focused and organized. It provided a clear roadmap, facilitating the transition from conceptualization to implementation. This structure was instrumental in identifying potential challenges early and addressing them proactively.

**3.If you could choose one part of your work on these documents to revise, what would you pick? How would you improve it?**

I would revise the section on user interface (UI) design. Incorporating more detailed user feedback and usability testing results would ensure that the final design is more intuitive and user-friendly.

**4.How did you interpret the user’s needs and implement them into your software design? Why is it so important to consider the user’s needs when designing?**

I consistently prioritized the users’ needs by understanding how they would interact with the design. This was achieved through user stories, feedback sessions, and usability testing. Considering the user’s needs is crucial because it ensures the design is practical and user-friendly and enhances user satisfaction, potentially increasing traffic and revenue for the client's business.

**5.How did you approach designing software? What techniques or strategies would you use in the future to analyze and design a similar software application?**

My approach to designing software involved using pseudocode, conducting thorough unit tests, and emphasizing debugging. For future projects, I would continue using these techniques and incorporate agile methodologies to allow for iterative development and continuous feedback integration. This ensures the software evolves in line with user needs and client expectations.

To sum up, my responsibility was to develop a web application for The Gaming Room client, which involved expanding their Android app to a web application to reach a broader audience. The client wanted the app to be based on the 1980s game Win, Lose, or Draw while staying within their budget. I prioritized user needs throughout the design process and created efficient software that optimizes storage and memory usage. I used pseudocode, performed unit tests, and handled debugging to ensure a smooth development process and to meet the client’s requirements for the final product.