8-2 Journal: Portfolio Reflection CS 230

Marissa Lanza

2/4/2024

Journal:

The Gaming Room was the client, seeking the expansion of their game, Draw It or Lose It, from its existing Android platform to various other operating systems. The software design aimed at enhancing functionality and accommodating multiple platforms within a distributed environment.

In developing this documentation, I excelled in maintaining clarity, conciseness, and relevance. The document was structured to present recommendations logically, ensuring a straightforward understanding of the proposed software design.

Working through the design document facilitated a focused approach to the development process. It helped prioritize tasks and distinguish essential elements, ensuring a systematic and efficient code implementation.

If I were to revise one part of my work, I would focus on improving the Recommendations section, making it more detailed and explicit. Providing additional context and examples could enhance the clarity of the recommendations.

Interpreting user needs involved understanding the game's functionality and structuring the software to facilitate easy expansion to other platforms. Considering user needs is paramount as they are the end-users who determine the success of the product. A user-friendly, reliable, and efficient software design ensures a positive user experience.

Approaching software design involved a focus on clear documentation and separating game functionality to simplify updates and maintenance. In the future, I would continue emphasizing clear documentation and consider incorporating more detailed examples and scenarios in the recommendations for a comprehensive understanding.