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**8-2 Journal: Portfolio Submission**

**Summary of The Gaming Room Client and Software Requirements**

My customer, The Gaming Room, wanted to take their Android game, "Draw It or Lose It," online at a different platform. Creating software that operated flawlessly in a variety of settings, such as Windows, Mac, Linux, and mobile devices, was the primary objective. In order to maintain distinct game instances and guarantee data security, the software had to manage numerous teams and individuals.

**What I Did Well in Developing This Documentation**

I believe I performed a good job of carefully analyzing the various operating systems and making detailed recommendations. The architecture, platform assessments, and design restrictions were all clearly outlined in the documentation for the benefit of the client and any potential future developers. Additionally, I concentrated on emphasizing the value of cross-platform compatibility, security, and scalability all of which were essential for this project.

**What Was Helpful in the Design Process**

I was able to divide the project into more manageable chunks by going through the design document. It forced me to consider issues more carefully, especially those that are easier to resolve during design than during implementation, such network dependability, memory management, and architecture. During the software development process, this technique provided me with a more lucid roadmap.

**What I Would Revise and How**

The Domain Model portion is the one area of my work that I would go back and edit if I had to. It does a good job of capturing the main elements and their connections, but I believe it may be enhanced by include more specific interactions between classes, like extra methods and properties. This would provide developers a better understanding of the internal workings of the system and facilitate implementation.

**Interpreting and Implementing User Needs**

I concentrated on comprehending the user's requirement for a secure and scalable cross-platform game. I fulfilled the requirements for flexibility, affordability, and worldwide accessibility by suggesting Linux as the main server platform and utilizing cloud-based solutions. Because it guarantees that the finished product is in line with corporate objectives and the end-user experience, taking user wants into account is essential.

**My Approach to Software Design**

My method was to dissect the requirements into their constituent parts, such as memory management, architecture, and security. To meet particular objectives, I employed design patterns like Singleton and methods like object-oriented analysis and design (OOAD). I would keep employing similar techniques in the future, but I would also incorporate more iterative feedback loops and more comprehensive UML diagrams to improve the design.