The Gaming Room client sought after creating application that would consist of a web application that

would allow teams to input their answers according to what they saw in. Originally on android, the

Gaming Room client wanted to expand to a web application so that it would be accessible to more

people. When developing the app, the client wanted to base it off of the 1980s game: Win, Lose or Draw.

The client was also hoping to create this under their budget. I think I did particularly well in

understanding and expressing what the client wanted for their game, especially the main requirements. I

think understanding the main requirements of what the client wanted was extremely helpful when

developing the code. Providing a simple list allows for me to understand what I'm work with. Although I

feel like pretty much all of my work needs to be heavily edited, I think the one part that stands out is

understanding the pros and con of developing for operating platforms. I feel this an essential part to

understanding what you have to watch out for, and are things that need to be considered.

I interpret the user's need as something I need to keep at the forefront of my mind. I have to constantly

ask myself how would the user react based on what I have designed? It's pretty much putting on the

user's mentality, because if I disregard the user's needs then it defeats the purpose. I'm not designing

the project for me use, I have to consider the audience. If it's too hard for the user to use then it will

attract less traffic, and the client will lose money trying to maintain the site. When designing software,

the first thing I want to keep in mind how to make the project storage and memory efficient. Creating

software that utilizing a lot of resources from the sources can cause a lot of problems. I think one

strategy I would use is first writing out pseudocode to help me understand my thought process and plans

so that I can create something similar. Also running unit tests and debugging the project is also a huge

requirement

Richard Pinkham

Module 8 Journal

03/02/2025

The client from Gaming Room wanted to create a web application inspired by the 1980s game "Win, Lose, or Draw." They already had an Android application and wanted to expand it to reach a wider audience. They had three main goals: to better understand their requirements, stick to a pretty tight budget, and, most importantly, create a design that their users would love.

Some key takeaways could include comprehending customer requirements, the advantages and disadvantages of platforms, user-centered design, resource efficiency, and development strategies.

Comprehending Customer Requirements adeptly understood the client's vision and key requirements, which allowed for a more seamless development process. The advantages and disadvantages of platforms acknowledge the significance of assessing the pros and cons of different operating platforms, which is key to making informed decisions during development. User-centered design Highlights the importance of centering the user in the design process, which focuses on the adopted guarantee the application is intuitive and engaging. Resource efficiency is software design concentrated on making storage and memory more efficient to prevent slowing down performance. Strategies for development are the proposal to use pseudocode to clarify thought processes and outline plans before coding.

All in all, the balanced development of the web application for the Gaming Room client hinges on three things: client requirements, user needs, and technical efficiency. Continuous evaluation and adaptation will happen, ensuring that we deliver a successful product.