DSTREET GAMES Assignment

START THE GAME/PLAN

→

SIZE Resource requirement

Upgrade resources
Not for System ← NO,

Yes, Minimum Requirement met

PLATFORM
Mobile → **MODES**
PC → **MODES**

Continued in next page.

MULTI-PLAYER →

SINGLE PLAYER →

MODES (mobile)
→ **SINGLE PLAYER**
→ **MULTIPLAYER**

SINGLE PLAYER
| OPPONENT
↓
A·I·
Previous User | GUEST
↓
NO-
SCOREBOARD
↓
WIN/LOSE → Cash Neutral

MULTIPLAYER
↓
Login details OPTION
→ **FACEBOOK ACCOUNT** → ?
↓
GOOGLE ACCOUNT →
Continues

P.C.

P.C. MODES

multi-player → Matching option → Account —WIN/LOSE→ LOCAL RANK

Globally —PLAY/WIN/LOSE→ Global RANK

SINGLE PLAYER —Player option→ A.I. —WIN/LOSE→ NO RATING

SERVER → CLOUD —Horizontal Scaling→ Increasing Resources for Balancing System when a large pool of Players dive-in

Vertical Scaling → Increasing Machines for Availability / Less chance of failure

USING HYBRID STRATEGY

POWER FAILURE → ROLLBACK TO PREVIOUS STAGE.