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CS230 Module Six Assignment

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For the memory storage aspects of the “Draw It or Lose It” application, it would primarily hold mostly the images and also the players data. Memory management is vital in making the application seamless by efficiently loading the needed rendered images. Having the applicable storage management is important to have a smooth gameplay and overall gamer experience considering the large data of image files involved. For this application, 200 high-definition image files can be chosen from with 8 mb sizes so having that data gives us an idea for the needed storage applicable wherein it is not less or more but sufficient enough. It can be calculated (total storage needed) by multiplying the number of images and the image size. It also dependent on the image file format wherein that it should be compatible on all other platforms. We also need to take account other aspects of the application that will take up some memory storage.

The storage management would likely be based on the server-side integration wherein the client side will only access the needed images rather than the whole image database. This would ensure that loading the game in the client side will not take long considering it will only take less disk space. For any updates can be easily integrated in the server side and making it expandable with any new features for the game. Another option is for cloud storage integration to offload local disk storage space and for easier scalability. With cloud storage, synchronization with multiple devices would be uniform and seamless.

The differences in how memory and storage are used in the game application depends on the operating platform wherein it has different storage capacities and capabilities. An example would be for mobile devices wherein it has limited internal storage space compared to other platforms. Memory and storage have their interconnections wherein these two concepts work together in terms of how data is retrieved may it be instantly or for long term.