Sylvia Kim

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CS-230

7-1 Project Three Submission

An operating platform I would recommend that will allow The Gaming Room to expand Draw It or Lose It to other computing environments would be Windows. This is due to the fact that games on different platforms like PC and mobile have their own necessities to run smoothly. In order to do this, all platforms compete to see which operating platform will run the best, and as the game gets better, so does the operating platform.

Operating System Architectures: X86 has the ability to develop a game on different platforms due to its abundant support in hardware.

Arm is not as powerful but is great to use when the platform is mobile gaming. This is due to its arm arch.

An appropriate storage management system I would recommend for the operating platform would be the NVMe SSD. This is due to the fact that it can work with the current system and future systems as well.

The recommended operating platform uses memory management techniques for the Draw It or Lose It software by using 32-bit Microsoft Windows, it allows its own virtual address space of 4 gigabytes of memory to be accessed. Although all the threads can be accessed, it cannot be accessed if that memory belongs to another process. This protects the process from being overrode or cancelled.

Distributed systems and networks can be fulfilled by using multiuser interaction systems such as Artery. This process uses a database that is shared amongst the players within a network. This is greatly needed for online games, since it provides an application that increases the network performance and supports the database and network.

In order to secure user information between various platforms I recommend being able to go incognito or signing in as a guest to minimize private data collection. Also, having two step authentication whenever possible, to verify that it is the user logging in if it’s on a different device or area.