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SNHU CS-230

The Gaming Room client and their software requirements include creating a game called “Draw It or Lose It” that works on iOS, Android, Windows, and MacOS. They wanted the game to have the ability to have one or more teams involved, and each team to have multiple players assigned, have unique team names. I think I did well in creating the executive summary. I think creating the graph helped create the code since it allowed me to see how classes worked with each other. I think I might use more sources to help show them examples of either my work or others works to show them similar ideas that are already concrete. I think one of the user’s needs was the ability to be able to play the game on many platforms such as Windows, Linux, MacOS by having it a web-based game. I think it’s important to consider the user’s needs when designing that way in a case of creating a game, the most possible number of users have access to the game. I think before creating a diagram, I think I draw out the classes and write down the basic needs and try to find the minimum viable option when creating the first diagram so that it is the simplest form and widen it as I go.