**Memory and Storage Management for "Draw It or Lose It"**

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**Memory Management**

Memory is like the short-term thinking part of a computer. The game needs to quickly show pictures to players during each round, and this requires the game to use memory wisely. Since each picture is large, we need to make sure the game doesn’t run out of memory by loading only the images it needs at the moment. This is called **lazy loading**. The game can also **cache** images, meaning it keeps some pictures ready to use again without reloading them, which saves time.

Because the game will be played on different devices, like phones and computers, we need to be careful with how much memory we use. Phones usually have less memory, so we might need to use smaller versions of the images for them, so the game still runs smoothly.

**Storage Management**

Storage is like the long-term memory of a computer where all the files and data are kept. For "Draw It or Lose It," we’ll need to store a lot of pictures—about 1.6 GB worth. Besides the pictures, the game also needs to save things like game rules and player information.

To use storage wisely, we can **compress** the images, which means making the file sizes smaller without losing much quality. Also, we should make sure we aren’t storing duplicate images, which wastes space.

As the game grows and new images are added, we need to make sure our storage can grow too. Using cloud storage is a good idea because it can expand as needed, so the game won’t run out of space.

**Memory vs. Storage**

Memory and storage are different but both important. Memory is about how the game handles information while it’s running, like showing pictures quickly. Storage is about where the game keeps all its files, like a bookshelf holding books until you need them.

Memory affects how fast and smooth the game feels when you play it, while storage affects how much the game can hold and how quickly it can get what it needs to run.

**Conclusion**

To make sure "Draw It or Lose It" works well, we need to carefully manage both memory and storage. By using smart techniques like lazy loading, caching, and compressing images, the game can run fast and store everything it needs without running out of space.