**The Gaming Room Client**

The Gaming Room is a developer of gaming applications for various platforms, including Andriod. It included releasing a competitive puzzle game that successfully captured a large audience. In order to spread the game and increase the audience, the client wanted to develop a web version of this application. In the documentation, I approached the development described in the backend and frontend based on an existing application. To do this, I created the appropriate UML diagrams that describe the MVC structure of the database and server and the main processes of interaction between the user and the software. In addition, I described an API structure that makes it easier to interact with changes in the mobile application and transfer them to web development.

I found unit tests extremely useful when developing code, used to prevent possible errors in the early stages of development, as well as graphical representations of entities and relationships in the database structure. This activity does not contribute to the faster development of the web application itself; however, it reduces the time for potential errors code analysis for other developers, which together gives much more time savings than development without comments and corresponding diagrams (Menéndez et al., 2021). Since this is web development, I would improve the security documentation since the protection of end-user information is one of the most critical issues in using such applications now (Muhammad & Kandil, 2021). It is also possible to study browsers' work in more depth both within smartphones and directly from computers.

The user's needs during development are taken into account since they create the traffic for using the product. In this regard, their wishes must be implemented in a friendly interface, apparent, intuitive, and flexible settings. Software development requires understanding the ultimate goal, which requires the most detailed documentation, narrowing down the choice of available development tools to the most effective within the selected tasks. Finally, the strategy and implementation methods should be focused primarily on the needs and accessibility of end-users.

**References**

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