The Gaming Application

Journal CS-230

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The Gaming Room is a mobile application that is a puzzle sort game that can be played across limited platforms. The client we work with wants to expand the options of the game by creating a web based version of the game. Along with this, make it available on several different platforms allowing for expansion of their users. The things I did well in this is in my opinion break down those pros and cons of the platforms, educating the clients in things like cost and potential road bumps that could be enquired along the way. As I struggled with this code, The thing that I kept turning back to was the UML. It helped with the idea and the layout of the code itself. Allowing a consistent plan to follow to help keep the thoughts in order.

The parts of this document I think need a little revision is the actual comparison of the 3 types of operating systems. I feel like I need to keep researching and gaining knowledge on those three popular operating systems to compare the truly best and worst parts of them. This along with comparing them to that mobile platform and what the real versus to them is. What I got from the clients needs is the flow (usability), speed, and a certain way the game looks as well as plays. The most important of these characteristics are the first two. Allowing the users to not only use the app still but also that web based product without slowing it down.

The techniques I took to approach this is starting out simple, the basic layout of the software. The flow of the code, how the users get the app, how they log in, how they create user names, and how teams are connected. Getting those basics out the way will help get the details into play. The final thing I want to mention is the importance to not only pay attention to the clients needs sbut to the storage and memory needed for this application. Making sure you give the client the information you have and help them to make the right design for their company.