Brooke Slampak

CS 230

For *Draw It or Lose It*, or any game, memory management is very important because the game must load and display many high-quality images quickly. Since each image is around 8MB and there are 200 of them, loading them all at once would mean a long load time, or crash the game altogether. So, a better move is to load images only when they’re needed and keep a few recent images in memory just in case they get used again soon. Also, we can shrink the size of the images a bit without losing much quality, which helps the game run more smoothly by reducing the image file size, especially on phones or older devices.

Storage is in regards to where the game keeps its files on the device, such as the image library, sound files, saved settings, and any other game data. Since just the game’s images alone take up about 1.6GB of storage, we’ve got to be smart about managing storage so that the game doesn’t become too bloated. One idea is to only include a small set of images in the initial download, and then download others as needed. That way, the app doesn’t take up a huge chunk of space initially. We can also compress files to save space and set up a system to do away with any files the game doesn’t need anymore.

So, what’s the difference between memory and storage? Memory is what the game uses while it’s running. Think of it like short-term memory; it helps the game stay quick and responsive while players are actively playing it. If the memory fills up too much, the game will begin to lag. Storage, on the other hand, is like long-term memory. It’s where all the game’s assets are saved until they’re needed. If storage isn’t managed well, the app could get way too big or take way too long to load.

Overall, making sure both memory and storage are handled properly keeps the game fun and frustration-free. When memory is managed properly, the game is quick and responsive. And when storage is kept tidy and efficient, players don’t have to worry about the game taking up too much space on their devices. Memory and storage must be balanced so players can truly enjoy the game.