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Draw It or Lose It – Memory and Storage Analysis

For Draw It or Lose It to run efficiently, there will need to be ample memory available in the hosting device. This will ensure smooth functioning of the game for the user. As there will need to be 200 images of 8 megabytes each ready to be drawn during the drawing phase of the game, sufficient RAM will be needed. Also, a steady frame rate will also need to be configured to ensure images are moved successfully. During this period, swapping will come into play as the image to be displayed will be prioritized in main memory over the remaining 199 images that will stay in lower-level memory. This ensures that the game will move efficiently as it won’t have to manage all images at once in the main memory.

Virtual memory use may also need to be integrated into the application, as users’ devices may not hold enough physical memory to accommodate the files of the game, that is if the game is rendered on the client. With this modern memory form, excess memory that is needed can be reached to enable full functionality of Draw It or Lose It. However, if the game is downloaded on a desktop, there will likely be no need to load a cache as there should be easy transitions between the secondary storage (disk) and the RAM. For a server-based game, the cache may be necessary as the reading of the disk can possibly be much slower.

For storage management in Draw It or Lose It, there should be enough storage to hold images that are not being used actively in the game. That is, there should be enough space on the disk to accommodate roughly 200 images of 8 megabytes each. As for the RAM, it should be able to accommodate one of these images at a time during gameplay.

Storage management may also vary depending on the configuration of the game. If it is a server-based deployment, it will have different storage allocation for both the server and the client. Given this, the server will need to store the 200 images and program at minimum. Depending on where the program is rendered, either on server or client, RAM will need to be subsequently allocated. If the program is rendered on the client, there will need to be sufficient storage on the client’s end for the game’s code and the images.

In addition, using storage management techniques like compression will be of great benefit to the game as it reduces the size of the images, thereby leaving more storage available for other necessary operations of the game. Also, using a cloud-based form of storage may come in handy depending on the configuration of the game.

The differences in memory and storage come into play during game operation. Memory is used primarily for performance during gameplay, whereas storage is reserved for holding files, or images and program code in this case. In order for Draw It or Lose It to run efficiently, sufficient RAM will be needed to accommodate the images. To be specific, the frame rate that is needed for the game will need to be prioritized, as this determines the quality of one of the central aspects of the game, that is the loading and display of images. Developers must take such details into account when determining the allocation of fast memory.

Both memory and storage, though seemingly the same thing, are two different yet important features that are necessary to run a program. The game would not operate without either one, as both are needed to manage and store the images.