CTS CREATIVE TECHNOLOGY SOLUTIONS

# Software Design Template

Version 1.0

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## Document Revision History

| Version | Date | Author | Comments |
| --- | --- | --- | --- |
| 1.0 | 05/23/2020 | Dustin Haugh | First Copy |
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## Executive Summary

The Gaming Room is a new client that wants to develop a web-based game called Draw It or Lose It. This game is currently only available on the android platform so it would be advantageous for them to expand to web based.

I would be working with The Gaming Room staff to set up the environment to develop the web-based version of the gaming app and we would utilize the current android version as a specification to design the web-based version.

## Requirements

A game needs to have the ability to have multiple teams.

Each team can have multiple players.

Each team and name need to be unique and the program needs to check for duplicates.

The game needs to be built with a singleton design where only one game can exist at a time

## Design Constraints

The main design constraint I can see is that the web-based version needs to follow the same user experience as the android design. This might require that we team up with some of the team members that created the android version.

## Rationale

It would save resources to maintain the same design and function of the android system and also to utilize the same functions. If we can reduce the overall goal to establish the same function over a different platform, everything else remaining the same, the project will move faster.