Module 8 Journal

The Gaming Room client wanted to develop a web-based game on multiple servers based on their game, Draw It or Lost It which was only available on Android app. We made a program utilizing the existing code from the Android app to create a software that will allow the game to work on multiple platforms. The team names should be unique and should be able to check if the names are available, each team has multiple players, only one instance of the game can exist, and needs at least one or two teams involved. I made sure to create a clear and organize outline so it easier to read the document. Working through the design document has been helpful when developing the code because I was able to get a better understanding of what was expected from this project and the steps I needed to take in order to develop a successful product. If there was one part of the work that I would like to revise it the table for evaluation. I would be more detailed in explaining the difference in the server side, client side and the development side for the operating system Mac, Linux, Windows, and mobile devices. To interpret the user needs and implement them in my software design, I focused on understanding the requirements and goals for this project. Requirements provide a guideline to the project, you know what needs to be built and how it needs to function. I would keep this software template as a reference to design a similar software applications. I would design the template in order like how we did in this course, and make sure my template is grammar-free and easy to understand.