Module eight journal.

* Briefly summarize The Gaming Room client and their software requirements. Who was the client? What type of software did they want you to design?

The Gaming Room has requested the services of Creative Technology Solutions (CTS) to develop the web-based version of the current version of their, draw it or lose it.

CTS recommends that the draw it or lose it game application should be developed on a Linux operating system, using a cloud-based storage and microservices architecture.

* What did you do particularly well in developing this documentation?

In developing the documentation, I ensure the appropriate use of data types- Optimizing data structures can have a significant impact on memory management which in turn affects the performance of the gaming room application. Choosing the appropriate data structure can reduce memory overhead and improve cache utilization. Writing clean, and structured outline of the software's features and specifications will aid the proper usage of the gaming app. This ensured that all stakeholders understood the project's scope and objectives, facilitating smooth development and minimizing misunderstandings.

* What about the process of working through a design document did you find helpful when developing the code?

I found it helpful to truly understand the concept of coding on different platforms, I got to know more about the helpful codes needed for the right amount of security need to prevent the game from hacker, understand the target audience of the client, and research. I find researching so helpful because I was able to read more and learn more, which helped me achieve better codes for the application.

* If you could choose one part of your work on these documents to revise, what would you pick? How would you improve it?

The one part of this project I will pick is the testing phase, for this project I believe the testing phase was not well handled because I didn’t take time to get enough feedback from using different testers. Next time if I get to do this, I will try to work with many testers as possible so that I can get a better result.

* How did you interpret the user’s needs and implement them into your software design? Why is it so important to consider the user’s needs when designing?

I ensure to incorporate every client’s requirement into the coding, I also ensure **to implement the Caching process** To avoid reloading images repeatedly, which requires lots of memory, the application should implement a caching mechanism that stores recently used images in memory for quick access. Doing this, makes it easy to access the app and gives end users a seamless user experience.

* How did you approach designing software? What techniques or strategies would you use in the future to analyze and design a similar software application?

I used the appropriate operating system, that allows The Gaming Room to expand Draw It or Lose It to other computing environments is a web-based platform because web-based platform has a web application ecosystem for a well-integrated, stable, and fast-performing environment.