|  |  |
| --- | --- |
|  | **2018** |
|  | East Riding College, Bridlington Campus  Kai Tindall |

|  |
| --- |
| **Hardware assignment 1** |
| This document contains a detailed comparison of available hardware and software which a small games development company could choose for 7 employees, each with different roles and needs. |

Table of Contents

[Introduction 2](#_Toc529446577)

[Works Cited 3](#_Toc529446578)

[Appendix A: Description of Roles 4](#_Toc529446579)

[Administrator 4](#_Toc529446580)

[Manager 4](#_Toc529446581)

[Artist 4](#_Toc529446582)

[Developer 4](#_Toc529446583)

[Tester 4](#_Toc529446584)

# Introduction

In this report I will be recommending the software and hardware that I think the games company should acquire for their staff. I have described the different role titles and their job descriptions in Appendix A.

I have broken down the roles into 3 types of desktop. The administrator and manager will both have the same PC because they only engage in light tasks such as word processing and accessing online tools. The artists and developers will both have high end PCs to aid with the very intense programs required to build and run games in a satisfactory time frame. And finally, the tester will have a slightly above average PC compared to what is being used by the gaming market as a whole, this is to make sure that most people will be able to play the game as it is intended, while also being able to create some higher end models etc. for people with higher end PCs.

# Works Cited

**There are no sources in the current document.**

# Appendix A: Description of Roles

## Administrator

An administrator takes care of all legal documents and bulletins for the company, such as timesheets, weekly newsletter emails, general spreadsheet and word processing.

## Manager

A manager will delegate tasks to the artist, developer, and tester; they will also determine the general direction the team will be working on. This will primarily be done with online tools.

## Artist

An artist will create assets for the team, assets such as 3D models, textures, and icons. They will also design the UI.

## Developer

A developer will primarily work on back-end tasks like creating the logic of the game. They will take information from the UI, write something to process it, then spit it back out to the UI.

## Tester

A tester will be given the latest version of the game and they will need to perform tests to make sure things are working as they should be. They will need to need to fill out test documents according with their findings.

# Appendix B: Different Computers

## Computer A (Light Admin and Networking)

<https://gadgets.ndtv.com/laptops/features/windows-10-home-vs-windows-10-pro-differences-new-features-718532>

|  |  |  |
| --- | --- | --- |
| **Part type** | **Chosen part** | **Price** |
| CPU | Intel Core i3-6100 3.7GHz Duel Core Processor | £128.98 |
| CPU Cooler | CRYORIG H7 49 CFM | £34.99 |
| Motherboard | ASRock B250M-HDV Micro ATX LGA1151 | £56.98 |
| Memory | ADATA XPG GAMMIX D10 8GB DDR4-2400 | £31.19 |
| G Skill NT Series 4GB DDR4-2133 | £54.98 |
| Storage | Samsung 860 Evo 250GB 2.5” SSD | £43.80 |
| Seagate BarraCuda Pro 4TB 3.5” 7200RPM Internal HDD | £144.99 |
| Video Card | None | - |
| Case | NZXT S340 ATX Mid Tower | £59.99 |
| Power Supply | Be quiet! Pure Power 10 300W 80+ Bronze Certified ATX |  |
| OS | Microsoft Windows 10 Pro |  |
| Network Adapter | Intel E1G42ET PCI-Express x4 1000 Mb/s |  |
| Monitor | Asus VS247HR 23.6” 1920x1080 60Hz |  |
| Keyboard |  |  |
| Mouse |  |  |

## Computer B (Heavy Design and Development)

|  |  |  |
| --- | --- | --- |
| **Part type** | **Chosen part** | **Price** |
| CPU |  |  |
| CPU Cooler |  |  |
| Motherboard |  |  |
| Memory |  |  |
| Storage |  |  |
| Video Card |  |  |
| Case |  |  |
| Power Supply |  |  |
| OS |  |  |
| Network Adapter |  |  |
| Monitor |  |  |
| Keyboard |  |  |
| Mouse |  |  |

## Computer C (Slightly Above Market Average)

|  |  |  |
| --- | --- | --- |
| **Part type** | **Chosen part** | **Price** |
| CPU |  |  |
| CPU Cooler |  |  |
| Motherboard |  |  |
| Memory |  |  |
| Storage |  |  |
| Video Card |  |  |
| Case |  |  |
| Power Supply |  |  |
| OS |  |  |
| Network Adapter |  |  |
| Monitor |  |  |
| Keyboard |  |  |
| Mouse |  |  |

# Appendix C: Computer A Part Choices

# Appendix D: Computer B Part Choices

# Appendix E: Computer C Part Choices

# Appendix F: Computer Part Specification Definitions