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Abstract

A document containing design decisions about Coinz. A map based game where players have to collect cryptocurrency coins. Features of the app, extra features and the timescale are all included.

DESIGN

Informatics Large Practical

INDEX TO BE GENERATED

Project timescale from week 2 to week 13

* What have I done so far
* What still remains to be done
* Order in which you can complete a well-engineered, well-tested and well-documented project.

Justification and discussion on:

*Engineering*

* Programming language chosen
* API level chosen

*Unit Testing*

* Framework chosen
* Types of tests to implement

*Systems level design*

* *Explore alternatives for databases, cloud host (other than EC2)*
* *Security – DON’T TRUST THE CLIENT. Login encryption/decryption methods*
* *Load balancers (if the game became super popular), additional servers*

*Game design*

* Extra features
* Features

Define extra features:

* Coin trading
* Backend server (for login, passing information to client, getting information from database)
* Backend server host. E.g. EC2