Week 5 Project

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Week 1

I thought of something that I would have liked to have at some point because I have always enjoyed interacting with others when it came to tabletop games or roleplaying. This was something that I had been interested in making for the longest time and now I have the ability to do so. This program, RPWW, also known as RolePlayWorldWide, gives people the chance to be able to connect to others around the world and find roleplay partners or groups. This can be used for many things such as table top. If you are looking for a DnD party you could always use something like DnD beyond, but then you run the risk of people stealing your characters or creatures. This platform can be used to great maps, landscapes, buildings and more so that your environment is set and you can not only see it, but change it. You want to set your building on fire, there is an additional input for that. With this program, you will be able to find people interested in the same kind of RolePlay as you and have the same kind of roleplay level as you. While you have beginners, you also have more mastery level Roleplayers. Some enjoy Light hearted rp and others enjoy dark rp.

How I would like to start networking would be through inbound and content marketing as well as advertising. This will include ads on webpages that might be related. If you play on secondlife, there can be ads on the marketplace or on blogs that support secondlife blogs. Ads on flickr so that if you see pictures of secondlife characters you can also see where there is more of a text agent where Second life is kind of like digital dolls. “Inbound marketing draws leads to your company through helpful content, experiences, and relationships.” (CoSchedule. 2023).

The type of hardware that I would need to start advertising would be some kind of recording device. Something that would help me capture interactions between users and show people using it, how they use it and what kind of devices it can be used on. The software that will be used will be called OptiMonk. It will help create ads for my program so people will see it. Some of them will be annoying pop-ups but if I can find an advertisement that will catch the eye or make people laugh at least they will be talking about if not looking it up. Putting ads up somewhere on a site like DNDBeyond would make the transfer from one platform to another much easier. “OptiMonk is a powerful popup builder that lets you deliver customized offers based on different stages of the customer journey. You can build your list by greeting first-time visitors with smart welcome popups, lucky wheel popups, and conversational popups.” (Geyser, 2022).

Finally, for my networking on social media, I would have some recorded ads make their way into Instagram, YouTube, TikTok and Facebook to get the word spread about the program. With a networking system like that, they will be able to reach most age groups and many different demographics. With how introverted people have become after 2020 the online roleplaying community has grown and needs resources available to them. This is the best way to keep people connected with out there needing to be an expensive device running the program.

The Agile software development process will work just fine with what I am wanting to do because when starting with setting up requirements there will be things that we will have to think about. What will my program run on? Will it have a desktop version? Will it have an app version? How can I get my program to work well enough of have enough perks to it to make it so people don’t try to go to a different platform instead. Then we will have our design. What will make this program the easiest to use? Will people need to have login names? What can we use to make their name interesting and cool looking. Will we give them icons that they can use as Character representations? Next you will put your team into development and have them make you a tester program, just a little something that people can go through and see if they like the way it flows. One the developers have what you had in mind you send it out for testing. This testing will show you if what your product was supposed to do is actually something that can be used and if the public enjoys using it. Once it is deployed, you will get your feedback from the public and go through making your patches and updates based on what you can add or take away from the program.

My most essential perspectives would be the people group and the system that I would use would be distributed system architectures. To incorporate distributed database systems in order to support my customer support team, you need to make sure all your teams are supported. All will be branches off but have access to information on servers and certain communication channels. Giving your support team phone lines, emails, and on-site direct messaging can help get you through most of your support needs and networks.

Week 2

The computing needs of your employees are an important thing to determine when building your team. Having your team well-outfitted with the proper hardware will be the first step in getting productivity. “If they need the ability to go mobile, a desktop workstation isn’t going to work for them. You may find that laptop computers are a better choice for your organization because of this.” (Cunningham. 2018). Figuring out computing needs for your team or business is more than just knowing what kind of computer to set up though, making sure that you aren’t getting something with computing power that isn’t needed. When you do this, you are putting extra money into your computing needs when it can be placed into something else.

Of course, making sure you put enough into your computing needs is important, but buying a computer that has the processing power to run six games at one time is going to be far more expensive than getting a computer that can have cloud access and run basic programs. “determining how you specifically intend to use a computer to aid your business. Otherwise, you may find that you've tied up excess capital in a system that does far more than you really need or, even worse, that you've acquired a system that doesn't accomplish what you expected.” (Compliance. 2020).

I like the simple enterprise architect because it is cleaner and easier to look at, but I realize that isn’t always the best way to map out what you have planned for your business. I will have my enterprise showing both business intent and business design in it. On the outside of my enterprise would be my outside influencers. These will be the things that are caused by out-of-business things just as competition, the direction of the economy, and even customer outlook. These influences can sometimes be what pushes a company into success and with this product that I am attempting to make, I already know some of the biggest competitors are struggling after a bad decision, business-wise. While that doesn’t guarantee success, it does mean that customers of this other business are going to be floating around, looking for something to replace what they once used.

Now to look inside the enterprise, you will see intent and design. From the outside of the enterprise box, where we just were, you will see an arrow that will go directly to the driver’s box inside of the enterprise. Like I said, outside influence can drive your company’s mission. You then have your business model with many things in the middle that will help keep your business running. Partnerships, locations, value schemes, and more. And from there you will look to your operating model, showing strategies and unification. In the business design part of this map, we will have the people we work with, the processes, capabilities, and how the business is governed.

While you can’t promise that your product will always work as expected, especially in tech, you can do your best to make it appear as though there are no issues. The way that I would plan to do this would be to have a big backup of the systems, files, and data that keeps the program and product running. “The purpose of the backup is to create a copy of data that can be recovered in the event of a primary data failure. Primary data failures can be the result of hardware or software failure, data corruption, or a human-caused event, such as a malicious attack (virus or malware), or accidental deletion of data.” (NetApp. 2023).

To keep the performance of the product performs at top pace, I will have optimized and minimized. Cutting out code that isn’t needed or is repeated but can be altered to do the same thing. Having a shorter code that can achieve the same thing might be a little more difficult, but it will not only save space but also make it easier to fix code if something goes wrong. I would also make sure there is a connection between the system and data that is not always needed because that will be sent to a cloud base until it is called on. I will make sure that the hardware that is used for performance-based functions will be enough to please customers and users. “Scalability is the ability to improve system performance by adding more resources to a single node or multiple nodes—such as addition of CPUs, use of multicore systems instead of single-core, or adding additional memory. On-demand scaling (and descaling) of computation is one of the critical needs of a computing platform. Compute scaling can be either done at the infrastructure level or platform level.” (Kale. 2019).

Week 3

When it comes to system availability I would want a duplicate of components so that if something in my system is to fail I will have another copy of the system that can run and take over until the issue can be resolved. I would have to make sure that there were not single point of failures because if there is one, then if that component of my app fails, then users will be unable to work with the application, dependent on which system is effected. I would want both an active node and a standby node dependent on how the application might fail. There are three types of possible failures. The first one being physical, meaning either hardware or software. I would want a standby node with this to make it possible that the standby can switch functionality with the failed component because if it is the hardware, it might need to be disconnected and worked on before being replaced. If it is software, it could possibly be and active node, but with the hardware possibility its simply safer.

The mobility of this program will not only be with an application that can be downloaded at any mobile or desktop OS. “Mobility refers to the ability of the user or other mobile entity to communicate and access services, irrespective of any changes in the location or in the technical access environment.” (Kale. 2019). Having this app be mobile wont exactly be all that helpful in finding someone one the go. If you are having an online game of DnD or something you aren’t always worried about the needing to find an rp or table top partner at every moment. Thought with the messaging system that will come with it, you will be able to both send and receive messages between you and your rp partner.

The Ubiquity will be things that will make logging in, accessing previously made campaigns, and available rp partners that could be in the same time zone as you. A finger id or face id log in will make the unlocking of an account easy so that anyone that opens the app can’t get access to your roleplay messaging logs. There will be an optional auto logout option for the app so that it will log you out after a long while of not being used. There will also be an online and offline indicator that will show others when you are normally online and if you are currently online. Having something that keeps track of when you are normally online will also be used to keep track of how much you normally roleplay. You won’t have to put in your address, but putting in your time zone will help you not only find other people in your time zone, but also people that role play around the same times that you do.

When it comes to customer service with this app, it will have a first level of support that will be a chat guided with responses to certain trigger words. If the user is unable to figure out what is going on by the simple chat, they will be sent to a customer service representative through the same chat. If they are unable to reach someone or their answers were not answered correctly, there will be a phone line and an email address available to them for use.

Security will be of the utmost importance because while it is just a roleplaying application and program the information that is put into the application could be dangerous if stolen. There will not only be security for the adults that use the platform, but there will be a security that will keep children off of the application. There will be age identification steps that will be need to be taken and without proper verification, you can’t use the application or program. This will have messaging ability in it and making sure that people aren’t doing illegal things. Trigger words will be looked for and watched to keep the community safe and the application a safe place for people to escape the realities of the world and live within a fantasy.

There will also be password, card, name, and email protection. While I don’t plan on adding anything that would require payment, having the ability to have card information protected is important to have right out of the gate. This will give the investors the chance to be able to see that a chance for card use within the application is possible, just at a different time and once it is available, the customers will know right off the bat that their information protection has always been at the forefront of the mission.

Week 4

Purpose: The purpose of this application is to help those that wish to find roleplay or table top partners. It is hard to find people in near by locations for things like this, so having an application that will help link you to people that are interested in the same things as you will help you move forward with your roleplay and tabletop campaigns. The application will narrow down your time zone by default, but will be able to be changed after if someone is more willing to go outside of their own time zone to roleplay or do a table top campaign. This will also let you put in categories that you are looking for, be it heavy fantasy, dark roleplay, or someone looking for a nearby DnD campaign.

Audience: The audience is nerds. Geeks. People that enjoy the same things that I have enjoyed for so long. Even the shy and nervous can roleplay and hop out of reality to enjoy being someone else. This is something that will reach those that enjoy the adventure of slaying dragons and saving the princess without having to leave the house. Or just people that want to find a partner to have one on one roleplay with.

Introduction: RolePlayWorldWide will be a whole new way to find roleplay or tabletop partners without having to go out and look for them. This will make creating your fantasy as easy as opening your phone.

Purpose of the System: With this application you will be able to put in your available times, what kind of roleplay or table top you are looking for and what your character description is. The on demand self service will be the ability to search for a partner or party on your own because “On-demand self service refers to the service provided by cloud computing vendors that enables the provision of cloud resources on demand whenever they are required.” (techopedia. 2023).

Scope of the System: This application will be able to help you find a roleplay partner or a table top campaign. Broad network access will make sure you can connect to not only mobile but desktop users. Anywhere this application can be opened, you will be able to connect to with a different or the same kind of device. You will be able to make multiple characters on one account so you aren't limited to one roleplay or campaign at a time. Putting images into the system to show what your characters look like and having information sections that will show their age, race, and what they specialize in. Any extra information can be added if the player wishes. You will not be able to find in person meeting places through this app. This is for online interactions only. This application is not meant for children and will not be accessible to them. This will not be able to let you pay someone for roleplay.

Definitions, Acronyms, and Abbreviations: Roleplay: an instance of two or more people telling a story of how their characters would interact with one another. How they would deal with a situation that has been thrown at them. RPWW: RolePlayWorldWide. Campaign: a campaign can be one session or multiple sessions where players bring their characters into a space where a DM or ST throw instances at them or make up a story for their characters to be in.

Proposed System: The type of system will be will be a hybrid application so that it will not only work on desktops, but also any mobile devices. This will make it so if you don't feel like typing on your phone, you can do it on a computer. They type of cloud service that will be used would be Platforms-as-a-service (PaaS). This wont have to be purchased by the user and wont spend too much time waiting on run times. If the customer wants more space, it can be ready for them with Rapid Elasticity but there is unlikely a need for this unless you have over a hundred stories and characters at one time. There will be resource pooling and measured service so that the developers will be able to see what is most resource intensive and be able to pull resources from other areas to place where they need to be.

Uptime: The systems uptime wont be as intensive as an actual online game because most of it will be a messaging system, but if voice calls are implemented into this application than it will need plenty of uptime resources. If a voice system doesn’t run smoothly, people will not use it and will simply find something else to replace the need for it. For the normal messaging system for basic roleplay the uptime wont be as direly needed.

Loss of data: This will need to be handled with back ups of information that is put into the application or program. The important and private information that is put into the application can be character profiles, player profile, and even full stories or roleplays. Losing those things can cause people to leave the application and never use it again. This is something that can’t be risked.

Data Storage: The data that will be stored will be not only personal information from profiles, but also settings for searches, logged roleplays or virtual table top sessions. Maps, character sheets, and more information such as DM and ST notes that help move things along each time the application is used in big parties.

Compliance: We will be putting out updates to change things that the users will find better suited for fluid use. With each update there will be looks over the reviews that have been give and feedback that we ask for within the application and move forward with pleasing the users without is being too resources heavy.

Business Continuity: If something happens where the servers go down there will be a quick access to the back ups of systems and information to be able to be used while someone tends to whatever has caused the cut off of service. Depending on the risk and reason for the discontinuation of service that might happen there will be different things that will be done. If information has suddenly stopped showing up or your character sheets are not accessible, there will be back ups that will be able to be pulled from the application through the cloud storage services.

Cloud File Storage: File storage makes it so you can place information and files inside of storage that servers can access through file sharing systems. “Cloud file storage is a method for storing data in the cloud that provides servers and applications access to data through shared file systems. This compatibility makes cloud file storage ideal for workloads that rely on shared file systems and provides simple integration without code changes.” (aws. 2023). This will be used to keep track of files and file back ups just in case something happens to them or someone needs copies.

Cloud sharing: This will make it so you can use the same information that you use on the application on your computer on the application you have your phone. You will be able to access the files and chats that you used and added to from your computer on your phone to not only help you roleplay on the go, but also set up new roleplays when you feel like it, no matter where you are.

Backing up data: This will happen at least once a week depending on how the user wishes to back up. It can be different depending on how often someone uses the application or how often they have sessions. For people that do a group DnD session, it will likely not need to be done but once a week or once every two weeks. For someone that roleplays multiple times a day the back up will probably be need to be done at the end of every day.

Week 5

While Blockchain is often confused for Bitcoin, it isn’t actually the same thing. Blockchain is the base concept and programming to interact with Bitcoin and other crypto currency that is used to pass digital currency and information from one person or location to another. “Blockchain technology is a structure that stores transactional records, also known as the block, of the public in several databases, known as the “chain,” in a network connected through peer-to-peer nodes.” (Ravikiran. 2023). It is something that can be used for transferring of crypo or information in a public setting. It also has wallet programs and reports that show all public transactions that is relative to the transactions that you are looking into. Something that people tend to not realize about block chain is that even if there is private information being traded it is still public to anyone looking into the transactions.

The four main concepts of blockchain technology are connectivity, which helps users interact between each other in a solid and reliable way. Making sure that their connection is complete and unbreakable while they are in the process of an interaction. Decentralization, putting trust in the blockchain to keep track of everything that happens and everything that is transferred between the parties. Making sure that all records are kept and able to be pulled by anyone. This is what happens when both parties give up their control of the information and items they have and give the control to the blockchain, trusting that they are going to transfer the information properly. Immutability, being the part of the chainblock that allows for the information placed or traded through the blockchain that can not be chained, deleted, or even altered because of how secure the blockchain is. Finally, automation, making it so that the human part of the process is as minimal as possible. Having the program do most of the work, and letting the human portion of the process be as simple and small as possible.

I don’t plan on using bitcoin for my business, but if it is to ever be used it will be something that is implemented later on for things like special maps, premade monsters, and cosmetics. Bitcoin and digital currency wont be something that will be needed for most of the things that will be offered in this application or program. The pros that will come with digital currency will be that it will bring in more money for those helping create it and run it with updates and things like that past the money that will come from the base end user income. The cons will be that if there is some kind of digital currency trade within the system, it might be able to be manipulated into being misused or not becoming safe enough for the users to trust. The best way to keep it private and safe is to make sure that users themselves are keeping their own information safe. There wont be a payment save option within the application, even if it makes purchase more difficult, it will make the application safer against people that might be able to get into the program to steal information.

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