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Client-server pattern is a base “architecture” consisting of a server and a client. In an application like the one for our Draw It or Lose It project, a web-based game application will have the actual web as the server and must receive requests from the client, the user or player. This architecture is used to meet software requirements and allows a web-based application to be able to run on multiple operating systems. It does so by separating the client-side and server-side of the application which allows the server to be run on any platform. REST API helps a program have a separate set up between the client and the server, on the server-side. The client will send requests to the server and those responses will be sent back vice versa. The system can handle multiple of these requests at once. The client side is essentially the most visual aspect and handles how the program is interacted with. The client side of things needs to focus on the actual functionality of the program and handle the different platforms that will be used for the program. It needs to hold all of the very technical information like the input method, whether that be game controller, mouse and keyboard, joystick, etc. and anything that comes along with visuals including the type of preferred screen, screen size, etc. Although graphics themselves should come from the server side. If The Gaming Room would like their application to be hosted on another client like Xbox or PS4 then they would first need to ensure that their application would be compatible with the client’s system and operating platform. They would have to incorporate how users would function in association with a third-party system as well as ensuring all proper functionality of the application on the system meets the needed requirements. In regards to adding other features, it would most likely be nice to add linking features with other platforms, so that you can connect your accounts between each other and sync data through a cloud or other syncing service.