**CSE 310 – Applied Programming**

**Module Plan**

| **Name:** | James Rainey |
| --- | --- |
| **Date:** | 05/23/2022 |
| **Teacher:** | Chad Macbeth |
| **Module # (1-5):** | 3 |

1. Identify which module you have selected to work on. Place an “X” under the “Selected Module” column.

| **Modules** | **Selected Module** |
| --- | --- |
| Cloud Databases |  |
| Data Analysis |  |
| Game Framework |  |
| GIS Mapping |  |
| Mobile App |  |
| Networking |  |
| SQL Relational Databases |  |
| Web Apps |  |
| Language – C++ | 1 |
| Language – Java |  |
| Language – Kotlin |  |
| Language – Erlang |  |
| Language – Rust |  |
| Choose Your Own Adventure |  |

1. At a high level, describe the software you plan to create that will fulfill the requirements of this module.

I am going to learn C++. Do a list of basic things. Then attempt to build a tic-tac-toe game. It’s the best idea I can think of because I think it will cover all the requirements needed for the module inside of the game. My original plan was to base this sprint off of my last sprint, but since I am behind I don’t consider that a smart idea!

1. Create a detailed schedule for yourself to complete this module in the two weeks required. Use the table below to help plan out the hours for all activities including planning, research, implementation, testing, and documentation. Include details such as what (task), when (time), where (location), and duration. You should also include time to work on your team project. Remember that you will need to report an accurate summary of hours spent on this individual module and on your team project work.

|  | **First Week of Sprint** | **Second Week of Sprint** |
| --- | --- | --- |
| **Monday** | Planning & Research | Game logic and user input |
| **Tuesday** | All the basics of C++. | Saving user input in game loop |
| **Wednesday** | Decide what classes I will need | Saving user input in game loop |
| **Thursday** | Consider/implement how to display the board in the terminal! | Busy this day |
| **Friday** | Game logic and user input | Review rubric and make sure everything is covered |
| **Saturday** | Game logic and user input | Hopefully be finished by this point |

1. Identify at least two risks that you feel will make it difficult to succeed on this module. Identify an action plan to overcome each of these risks.

I am planning on spending one evening to revise my first sprint just for my own purposes. And I still have the bulk of Sprint 2 to do. So having fallen behind is the biggest Risk. This will be the class I will dedicate the most of my time to.

Another risk is that I have very little experience with C++. That is a good thing for learning, but it means it will be a big step for me. Breaking up my learning into small chunks, and covering it every day is much better than attempting to learn everything in just a few days.