Module # Submit

CSE 310 – Applied Programming

Name	Date	Teacher
Jacob Emhoff	3/21/2025	Brother Porter McGary

Project Repository Link

Java Story Github Repository Java Story Video Link

Module

Mark an **X** next to the module you completed

Module	Language	
Cloud Databases	Java	X
Data Analysis	Kotlin	
Game Framework	R	
GIS Mapping	Erlang	
Mobile App	JavaScript	
Networking	C#	
Web Apps	TypeScript	
Language – C++	Rust	
SQL Relational Databases	Choose Your Own Adventure	

Fill Out the Checklist

Complete the following checklist to make sure you completed all parts of the module. Mark your response with **Yes** or **No**. If the answer is **No** then additionally describe what was preventing you from completing this step.

Question	Your Response Comments
Did you implement the entire set of unique requirements as described in the Module Description document in I-Learn?	Yes*
Did you write at least 100 lines of code in your software and include useful comments?	Yes
Did you use the correct README.md template from the Module Description document in I-Learn?	Yes
Did you completely populate the README.md template?	Yes
Did you create the video, publish it on YouTube, and reference it in the README.md file?	Yes
Did you publish the code with the README.md (in the top-level folder) into a public GitHub repository?	Yes

- I did complete my unqiue requirements, but the money/inventory system isn't really used. It's there, works fine, and is interacted with at different points in the story, but it's not as grand as I described it to be.

Did you complete a Stretch Challenge

The stretch challenge I chose was to modify your program to read/write to a file. My program saves the user's created story to a .txt file as they go along.

Record your time

How many hours did you spend on this module and the team project this Sprint?
Include all time including planning, researching, implementation, troubleshooting, documentation, video production, and publishing.

	Hours
Individual Module	14 hrs, 30 mins
Team Project	~6

Retrospective

- **What learning strategies worked well in this module?** Scheduling everything out (the hours, location, etc.) proved to be much more helpful than I originally thought it would be. It was nice being able to plan around it, and giving myself an extra hour or so was nice.

- **What strategies (or lack of strategy) did not work well?** Something I can improve on is my use of tutorials. For past modules I heavily used tutorials, while still adding features and code that were my own unique creations. This project wasn't too crazy, and I only relied on ChatGPT for basic syntax and formatting. Java is really not that different from C# (at least, for what I did), and so this strategy worked for the project. I still feel like more/better tutorials would have really polished off the program.
- **How can you improve in the next module?** This project definitely had detailed aspirations... I wouldn't say they were lofty, I can accomplish everything I set to do, I just decided to minimize one aspect (the buying system). The issue I can improve on is setting realisitc goals without adding too much extra flair. A text-based game that saves to a file meets the requirements. I'm not saying I won't go above and beyond the requirements, I love challenging myself, but this semester I do not have adequate time to dedicate enough of myself.

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