**CSE 310 – Applied Programming**

# Module Submission

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Date: 07-10-2024

Module # (1-3): 2

1. Copy the link to your public GitHub repository here:

https://github.com/BransinO1/Text-Adventure-Game-C\_Sharp-

1. Copy the link to your video here:

https://www.youtube.com/watch?v=sVnHkctdgCo

1. Mark an “X” next to the module you completed:

Cloud Databases

Data Analysis

Game Framework

GIS Mapping

Mobile App

Networking

SQL Relational Databases

Web Apps

X Language – C++

Language – Java

Language – Kotlin

Language – R

Language – Erlang

Language – JavaScript

Language – C#

Language - TypeScript

Language – Rust

1. 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** |
| Did you implement the entire set of unique requirements as described in the Module Description document in I-Learn?  List each requirement from the requirements document and mark if you completed it with a yes or no. | |  |  | | --- | --- | | All Basic Requirements | Complete | | 1. Variables | YES | | 2. Expressions | YES | | 3. Conditionals | YES | | 4. Loops | YES | | 5. Functions | YES | | 6. Classes | YES | | 7. Data Structure - STL | YES | | 8. |  | | One Additional Requirement |  | | 1. Save and Load Locally to files | YES | |
| Did you write at least 100 lines of code in your software and include function level comments on all the functions you wrote? | 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 that includes you in a window, and reference it in the README.md file? | YES |
| Did you post a link to your video in the proper MS Teams Channel? | YES |
| Did you publish the code with the README.md (in the top-level folder) into a public GitHub repository? | YES |

1. How many hours did you spend on this module this Sprint? Include all time including planning, researching, implementation, troubleshooting, documentation, video production, and publishing.   
   Record your total time here:

16 total hours spent completing this project in C++

Paste your time log here including time spent each day on your project:

|  |  |  |
| --- | --- | --- |
| Week 1 | Week 2 | Week 3 |
| Wednesday – 2 hours | Monday – 2 hours | Monday – 2 hours |
| Thursday – 2 hours | Tuesday – 2 hours | Tuesday – 2 hours |
| Friday – 2 hours | Wednesday to Sunday – Nothing = Out of town | Wednesday – 2 hours |

1. What learning strategies worked well in this module and what strategies (or lack of strategy) did not work well? How can you improve in the next module?

I did a really good job researching the code, but ended up falling behind because I took a long trip out of town with my family so I had to get caught up on a couple of my classes. I also ended up having to spend more time reviewing the code and how it works because it took me so long to complete this project. Going forward I will be much better with time management and completing projects before heading out of town.