**CSE 310 – Applied Programming**

**Module Plan**

|  |  |
| --- | --- |
| **Name:** | Brendan Koetting |
| **Date:** | 01/12/2021 |
| **Teacher:** | Macbeth |
| **Module # (1-5):** | 1 |

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 Platform |  |
| GIS Mapping |  |
| Mobile App |  |
| Networking |  |
| SQL Relational Databases |  |
| Web Apps |  |
| Language – C++ |  |
| Language – Java |  |
| Language – Kotlin |  |
| Language – Python | X |
| 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 will, as I do to introduce myself to any language, create a small text-based table-top game simulator capable of playing simple games such as poker, blackjack, and Yahtzee through a text interface.

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.

Python syntax in general is more foreign to me than I would like. As a result, I’ll spend some time reading over Python 3 documentation, specifically in regards to classes (and objects of those classes), functions, and inheritance.

1. Create a schedule for yourself to complete this module in the two weeks required. The schedule should include milestones with dates. Milestones are activities that you need to complete related to research, implementation, testing, and documentation.

1/15/21 – Research of classes completed, simple class can be created and inherited from.

1/18/21 – Code diagram completed.

1/20/21 – First draft code written

1/21/21 – Trouble shooting completed

1/22/21 – Documentation completed