**CSE 310 – Applied Programming**

**Module Plan**

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| **Name:** | Brendan Koetting |
| **Date:** | 1/27/21 |
| **Teacher:** | Macbeth |
| **Module # (1-5):** | 2 |

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

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| **Modules** | **Selected Module** |
| Cloud Databases |  |
| Data Analysis |  |
| Game Platform |  |
| GIS Mapping |  |
| Mobile App |  |
| Networking |  |
| SQL Relational Databases | X |
| Web Apps |  |
| Language – C++ |  |
| Language – Java |  |
| Language – Kotlin |  |
| Language – Python |  |
| 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 create a text-based interactive game in which a user’s choices influence the plot. A database will store all items, characters, and related information.

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’m yet unsure whether I’ll be better using python or C++. I’m more experienced at creating text-based applications in C++, but it appears to be simpler to connect an SQLlite database using python.

In addition, storing and reading dialogue and story prompts (a feat I’ve attempted before) is somewhat difficult, and I’m wondering if I’ll be able to achieve my goals within two weeks.

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.

Thurs Jan 28 : Select a language and a corresponding database package.

Fri Jan 29 : Complete research into command parsing and complete a “Hello World” test with the relational database.

Mon Feb 11 : Complete Database Design Document. Complete a “Hello World” test using the created game engine. Complete “Hello World” test joining game engine and database.

Wed Feb 13 : Complete population of databases and game engine’s story files.

Thurs Feb 15 : Game complete. Fix bug.

Fri Feb 16: Complete Documentation.