**CSE 310 – Applied Programming**

**Module Plan**

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| **Name:** | Dallin Neeley |
| **Date:** | 10/4/21 |
| **Teacher:** | Bro. Macbeth |
| **Module # (1-5):** | 2 |

* 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 | X |
| Networking |  |
| SQL Relational Databases |  |
| Web Apps |  |
| Language – C++ |  |
| Language – Java |  |
| Language – Kotlin |  |
| Language – Python |  |
| Language – Rust |  |
| Choose Your Own Adventure |  |

* At a high level, describe the software you plan to create that will fulfill the requirements of this module.
* To begin with, I plan to implement my simple unit conversion program from module 1 into android studio. Once this is working, I want to make a simple checkers game. 2 players acting on two sides of the same phone.
* 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’ve never done any sort of app development, so I have no idea what I am getting into.

- No clue how to use android studio

- Do I really know enough Java?

* 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. - 10/4 – android studio is installed and working

- 10/5 – watch a decent tutorial on Android studio, have Hello World Working.

- 10/7 – start moving my unit converter over to android studio, figure out if I can make it show up on my phone screen

- 10/9 have a standalone unit converting app, start writing a checkers program in java,

- 10/11 at least be able to move checkers pieces across the board

- 10/13 have some of the game logic implemented.

- 10/14 have a working demo to play a round with a friend.