**CSE 310—Applied Programming**

**W03-Teach: Project Plan**

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| **Assigned Group Number** |  |
| **Unique Team Name** |  |
| **Team Member Names** |  |

1. Select the type of project you will be creating. Place an “X” under the “Selected Column”:

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| **Project Type** | **Selected** |
| Android App using Java or Kotlin |  |
| Web App using Django and Python |  |
| Game using Python with either Arcade or PyGame |  |

1. Describe the education program you will create. Additionally, describe how the software will target elementary and secondary students (e.g. pre-college students, K-12).
2. Make a list of specific requirements (that is, functionality) that will be implemented in your software (add more rows if needed).

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| **Your Project Requirements** |
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1. Each member of your team should create an account on Trello (<https://trello.com>). The team member assigned to be the Scheduler should create a board for the team project. Every team member should be invited to collaborate on the board. You must also invite your teacher to collaborate. In the board, you should provide the following 4 buckets or lists: Not Started, Working, Blocked, and Completed. As a team, start to add cards to the Not Started based on your understanding of the team project. Include tasks related to planning, researching, implementing requirements, and testing. Researching includes anything that you do not currently know how to do as well as the creation of prototypes. The scheduler should maintain this Trello board throughout the semester. Provide a web link to your Trello Board below:
2. Assign roles to each team member. If you have fewer than 6 people, then some team members will need to have 2 roles. Refer to the Team Project Description in I-Learn for a description of each role.

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| **Role** | **Team Member Name** |
| Team Leader |  |
| Scheduler |  |
| Graphic Designer |  |
| Quality Control |  |
| Configuration Manager |  |
| Morale Officer |  |