**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). Your project grade will be based on this list of requirements.

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| **Your Project Requirements** |
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1. Provide a high-level schedule for your project, including 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. You will create a more detailed schedules during each Sprint planning meeting. You will be given some additional time after Sprint 5 to finalize your project.

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| **Sprint** | **High Level Tasks to Complete** |
| 1 |  |
| 2 |  |
| 3 |  |
| 4 |  |
| 5 |  |

1. The team leader is responsible for scheduling and conducting all team meetings. Who will be the team leader for your project?