**CSE 310—Applied Programming**

**W04-Teach: Project Plan**

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| --- | --- |
| **Assigned Group Number** |  |
| **Unique Team Name** |  |

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

|  |  |
| --- | --- |
| **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. Your project grade will be based on this list of requirements.
3. Provide a high-level schedule for your project, including researching, implementing features, and testing. Researching includes anything that you do not currently know how to do. You should add milestones to your schedule for both prototypes and actual project software. Put dates on your schedule and ensure that it meets the deadlines for the course.
4. The team leader is responsible for scheduling and conducting all team meetings. Who will be the team leader for your project?