

Module # Plan

CSE 310 – Applied Programming

Name	Date	Teacher
JLC	2/1/25	mcgary

Software Description

At a high level, describe the software you plan to create that will fulfill the requirements of this module. This may change as you learn more about the technology or language you are learning.

i plan on making a simple game in the language of pygame, but this may change into a diferent game engine like unity or godot

Module

Mark an **X** next to the module you are planning

Module	Language	
Cloud Databases	Java	
Data Analysis	Kotlin	
Game Framework	X	R
GIS Mapping	Erlang	
Mobile App	JavaScript	
Networking	C#	
Web Apps	TypeScript	
Language – C++	Rust	
SQL Relational Databases	Choose Your Own Adventure	

Create a Schedule

Create a detailed schedule using the table below to complete your selected module during this Sprint. Include details such as what (task), when (time), where (location), and duration. You should also include time to work on your team project. You are expected to spend 16 hours every Sprint working on your individual module, team project, and other activities. Time spent on this individual module should be at least 10 hours.

First Week	Second Week
Monday	
Tuesday	

	First Week	Second Week
Wednesday		
Thursday		
Friday		
Saturday	X	

Identify Risks

Identify at least two risks that you feel will make it difficult to succeed in this module. Identify an action plan to overcome each of these risks.

i am new and i feel like theres gonna be a bit of a learning curve, i think i might struggle alot on some aspects, and especially on scope

Risk 1

Game scope creep

Action Plan

keep the idea simple and easy

Risk 2

errors in code

Action Plan

tutorials online