**CSE 310 – Applied Programming**

**Module Plan**

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| **Name:** | Maya Thompson |
| **Date:** |  |
| **Teacher:** |  |
| **Module # (1-6):** | Module 4 |

1. 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 Framework |  |
| GIS Mapping |  |
| Mobile App | X |
| Networking |  |
| SQL Relational Databases |  |
| Web Apps |  |
| Language – C++ |  |
| Language – Java |  |
| Language – Kotlin |  |
| Language – R |  |
| Language – Erlang |  |
| Language – JavaScript |  |
| Language – C# |  |
| Language - TypeScript |  |
| Language – Rust |  |
| Choose Your Own Adventure |  |

1. 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.
   1. In another course I built a dice simulator with swift so this time I want to finish the project and create the framework for an application to do this I will be wathing and going through the Harvard cse courses.
2. 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 are expected to spend 24 hours every Sprint working on this individual module and other activities in the course. Time spent on this individual module should be at least 12 hours.

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|  | **First Week of Sprint** | **Second Week of Sprint** |
| **Monday** |  | Begin drafting the app |
| **Tuesday** |  |  |
| **Wednesday** | Begin going through the Harvard course | Finish stage 1 of the app |
| **Thursday** | Pick color scheme |  |
| **Friday** | Create a UI/UX page for the program | Complete the app pages |
| **Saturday** | Continue on UI/UX |  |

1. 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.

Going through and creating an app without following a tutorial first. Might want to start there. Part two will be completing the UI/UX of the application.