Module #4 Report | CSE 310 – Applied Programming

Name	Date	Teacher
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Project Repository Link

Copy the link to your Github Repository

Module

Mark an **X** next to the module you completed

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

Fill Out the Checklist

Complete the following checklist to make sure you completed all parts of the module. Mark your response with **Yes** or **No**. If the answer is **No** then additionally describe what was preventing you from completing this step.

Question	Your Response	Comments
Did you implement the entire set of unique requirements as described in the Module Description document in I-Learn?	Yes	

Question	Your Response	Comments
Did you write at least 100 lines of code in your software and include useful comments?	Yes	590 lines across 3 JS files
Did you use the correct README.md template from the Module Description document in I-Learn?	Yes	
Did you completely populate the README.md template?	Yes	
Did you create the video, publish it on YouTube, and reference it in the README.md file?	Yes	https://www.loom.com/share/90e52b8585d14ed4b2c266571fc6a0f8
Did you publish the code with the README.md (in the top-level folder) into a public GitHub repository?	Yes	

Did you complete a Stretch Challenge

If you completed a stretch challenge, describe what you completed.

Yes, I added AI mode that can play the game automatically, sound effects using Web Audio API, and a polished UI with snake eyes and apple graphics

Record your time

How many hours did you spend on this module and the team project this Sprint?
Include all time including planning, researching, implementation, troubleshooting, documentation, video production, and publishing.

	Hours
Individual Module	6
Team Project	3

Retrospective

- What learning strategies worked well in this module? Organizing code into separate files (snake.js, ai.js, game.js) made it easier to work with. Using classes helped structure the code.
- What strategies (or lack of strategy) did not work well? The AI algorithm was harder than expected. Had to simplify it to get it working.
- How can you improve in the next module? Start testing features earlier instead of building everything first.