**CSE 310 – Applied Programming**

**Module Plan**

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| **Name:** | Adam Dutson |
| **Date:** | February 22, 2023 |
| **Teacher:** | Jeremiah Pineda |
| **Module # (1-6):** | 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.

I will be using Kotlin for programming an Android app. I am planning on building from last weeks Kotlin module by using my Hangman program as a starting point to build a GUI version of the program. I’m hoping to incorporate local storage for the stretch challenge to retain a record of previous puzzles so that it displays new ones when a new game is started. I want to build multiple screens for the app also (a title screen and a gameplay screen).

1. 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** |  |  |
| **Tuesday** |  | Programming  5pm-10pm  Home office. |
| **Wednesday** |  |  |
| **Thursday** |  |  |
| **Friday** | Planning/Research  5pm – 10pm  Home office. |  |
| **Saturday** | Programming  5pm-10pm  Home office. | Troubleshooting/Fine Tuning  5pm-10pm  Home office. |

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.

I’m really not sure what I’m getting into with building an app for an Android environment. So, the challenges are unknown is one thing that will make this difficult for me. I don’t know what I don’t know. To overcome this, I will be carefully planning out my path to a solution and finishing. Especially, I will be focusing on what is needed to finish the project. Another risk for this project is that I’m wanting to provide a good level of graphic design into the project so it is visually appealing. This can take a lot of time, depending on how much effort I put towards the presentation. The potential to go down a lot of ‘rabbit holes’ exists. To overcome that risk, I’m going to establish some general artistic palettes right at the start. They will include a basic color scheme and basic images to be used in the process. That part of preparation should be done fairly quickly so I won’t be distracted with it later. This should help keep me focused on programming more.