**CSE 310 – Applied Programming**

**Module Plan**

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| **Name:** | Xing Gao |
| **Date:** | 10/3/2022 |
| **Teacher:** | Brother Macbeth |
| **Module # (1-5):** | 2 |

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 | X |
| GIS Mapping |  |
| Mobile App |  |
| Networking |  |
| SQL Relational Databases |  |
| Web Apps |  |
| Language – C++ |  |
| Language – Java |  |
| Language – Kotlin |  |
| Language – Erlang |  |
| 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 am planning to develop a fighting game that you control a character to fight with another one with different weapon you can choose.

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 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.

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|  | **First Week of Sprint** | **Second Week of Sprint** |
| **Monday** | Team meeting | Team meeting |
| **Tuesday** | Learning pygame | Design game |
| **Wednesday** | Learning pygame | Making graphic and sound |
| **Thursday** | Create my first pygame game as a practicing | Write code |
| **Friday** | Complete that game | Write code |
| **Saturday** | Study to solve the problem I had while making that game. | Finish code |

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 feel the graphic would be a big challenge. Especially if I want to make the movement smooth, it might take a lot of time to do.

I want to achieve the saving and loading function and it might be a challenge.