Module #2 Plan

CSE 310 – Applied Programming

Name	Date	Teacher
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Software Description

I plan to create an analysis of the cards available in the *Pokemon TCG Pocket* mobile game, exploring the data to try and find any intersting patterns. This analysis will include card type analysis, damage capacity analysis, general card statistics, and one-on-one battle statistics. This project will include a simulation portion to simulate and generate battle data for further analysis in this study.

Module

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

Module		Language
Cloud Databases		Java
Data Analysis	***X***	Kotlin
Game Framework		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	Data collection and aggregation - 1h	Battle simulation - 2h

	First Week	Second Week
Tuesday		TEAM finalize player/enemy settings - 1h
Wednesday	Data collection and aggregation - 1h	Battle data exploration - 2h
Thursday		TEAM finish basic player animations - 2h
Friday	TEAM complete player and emeny testing scripts - 3h	
Saturday	Basic data exploration and analysis - 2h	TEAM complete standalone player object - 1h

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.

Risk 1

One risk of the personal project is the scope of the battle system, since I could easily see myself feeling overconfident and trying to expand it into something more complex.

Action Plan

I plan to keep the battle system very simple, and simulate one-on-one card battles, no matter what happens or how easy I feel it will be to expand.

Risk 2

Another risk is that the data from the battle simulations will be useless, or have little to no patterns

Action Plan

I plan to include hypothesis for what I think the data should show so that way, even if the data has little pattern to it, I can compare it to what I expected and use the analysis to show why what I expected did not happen.