Module #3 Plan

CSE 310 – Applied Programming

Name	Date	Teacher
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Software Description

I plan to build on my previous module plan, and build the simulation for the *Pokemon TCG Pocket* dataset I was working with previously. The simulation will support most game features from the card game, and the successful result of this module will be a data analysis of the simulation results caused by pitting two different Pokemon against each other in a 2v2 battle (2 copies of each).

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	Structures - 1h	Complete modules - 2h
Tuesday	Structures - 1h	Sim testing - 1h, team: player jumping - 2h

	First Week	Second Week
Wednesday	Structures - 1h	Sim testing - 2h
Thursday	Structures - 1h	Run full sims - 1h, team: player attack template - 2h
Friday	Modules - 2h, team: level design - 1h	Sim analysis - 1h
Saturday	Modules - 2h	Sim analysis - 1h, team: integrate player to attack system - 2h

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 is that the scope of this project will exceed two modules; this is already an extension of the 2nd module plan, however I am worried the system will be even more involved than I am able to complete within this module.

Action Plan

If I do not fully complete the sims by the end of this module, I will wrap up my work into a stable enough state to submit for this module, but I will extend this project into one more module, and not allow myself any more extensions past that.

Risk 2

Risk 2 is that there is some small error in my simulation system, causing hours of sims to be run, but the generated data will be garbage.

Action Plan

I will run a small scale simulation (specifically targerting potential problem-causing pokemon in the sim) to test the results before applying the entire simulation.