**CSE 310 – Applied Programming**

**Module Plan**

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| **Name:** | Zach Newby |
| **Date:** | November 28th 2023 |
| **Teacher:** | Jeremiah Pineda |
| **Module # (1-6):** | 6 |

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 – 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 use the Godot game engine to create a simple game, likely a simple platformer, card game, or asteroids. I have been wanting to learn Godot for a while, and its built in scripting language, GDScript has a syntax based on Python, so I thought it would be a fun way to end out the semester by completing a project I have been wanting to do for a long while

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** | Unable | 2+ hours – Begin developing game |
| **Tuesday** | At least 2 hours – planning, set up, find tutorial | 2+ Hours Continue developing game |
| **Wednesday** | 2+ hours – tutorials and practice, complete soft skills assignment | 2+ Hours Continue developing game |
| **Thursday** | 2+ hours – tutorials and practice | 2+ Hours Continue developing game |
| **Friday** | 2+ hours – tutorials and practice | 2+ Hours - finish developing game |
| **Saturday** | 2+ hours – tutorials and practice | This and the extra 3 days in December will be used for submitting the module |

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.

One: Time management \_ I’ve worked hard on this, but it has been a persistent struggle throughout the semester, completing the modules while and my other class assignments while dealing with what is happening in my life. I am hoping this being a considerably more fun project and my planning strategies will help me complete this on time. My action plan is to complete the soft skills assignment this week, prioritize working on this class when possible, and work on getting the rest needed to comfortably complete this assignment on time.

Two: Graphics, graphics could be a sore point, so I will try and look into free to use art assets for games, so I don’t have to make my own. I already know of a couple of places to find some.