**CSE 310 – Applied Programming**

**Module Plan**

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| **Name:** | Joshua Nilsson |
| **Date:** | 4/29/2024 |
| **Teacher:** | Brother Birch |
| **Module # (1-5):** | 1 |

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.

The game will be a hangman game in Python with a GUI. You will be able to click and drag letters to select them and there will be sounds. If I have enough time there will be additional difficulties.

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.

All activities will be taking place at 8 pm and last approximately 1 hr and be at desk.

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|  | **First Week of Sprint** | **Second Week of Sprint** |
| **Monday** | Initial coding | Adding additional features and sounds |
| **Tuesday** | Initial coding | Adding additional features and sound |
| **Wednesday** | Initial coding | Adding additional features and sounds |
| **Thursday** | Adding GUI | Testing /troubleshooting |
| **Friday** | Adding GUI | Testing /troubleshooting |
| **Saturday** | Adding GUI | Testing /troubleshooting |
|  |  |  |
|  |  |  |

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.

Drag and drop functionality and graphics.

Employ my artist wife to help get an idea of the graphics needed to solve my graphics problem

Read the documentation on drag and drop and work through it to solve drag and drop.