**CSE 310 – Applied Programming**

**Module Plan**

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| **Name:** | Joshua Nilsson |
| **Date:** | 5/13/2024 |
| **Teacher:** | Brother Birch |
| **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 |  |
| GIS Mapping |  |
| Mobile App |  |
| Networking |  |
| SQL Relational Databases |  |
| Web Apps |  |
| Language – C++ |  |
| Language – Java |  |
| Language – Kotlin | x |
| 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.

In preparation for the final project, I am doing an android app that will involve a big red button that when you click it will increase your score by 1. Possibly add upgrades if there is time

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.
2. All activities will take place at 8 pm and last approximately 1 hr and be at my desk.

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

No knowledge of Kotlin-tutorials and documentation

No knowledge of android studio-tutorials and documentation