**CSE 310 – Applied Programming**

**Module Plan**

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| **Name:** | Aston Cook |
| **Date:** | October 5, 2021 |
| **Teacher:** | Brother Pineda |
| **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 Platform |  |
| GIS Mapping |  |
| Mobile App |  |
| Networking |  |
| SQL Relational Databases |  |
| Web Apps |  |
| Language – C++ |  |
| Language – Java |  |
| Language – Kotlin |  |
| Language – Python |  |
| Language – Rust | X |
| Choose Your Own Adventure |  |

1. At a high level, describe the software you plan to create that will fulfill the requirements of this module.

I am going to make a hangman-based game using the rust language. I think this will test all the basic knowledge I will learn this semester.

1. Identify at least two risks that you feel will make it difficult to succeed on this module. Identify an action plan to overcome each of these risks.

I have never programmed in this language before. I am hoping with something as simple as hangman, I can complete this in two weeks and that I am not biting off more than I can chew.

1. Create a schedule for yourself to complete this module in the two weeks required. The schedule should include milestones with dates. Milestones are activities that you need to complete related to research, implementation, testing, and documentation.

Saturday the 9th I will have learned the basics and have started on the simple aspects of the hangman program. By Wednesday the 13th I will almost be completed with the project. By Saturday the 16th I will be finished and able to upload my project on time with no bugs.