**CSE 310 – Applied Programming**

**Module Plan**

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| **Name:** | Fernando Ferraez-Rincon |
| **Date:** | 09/23/2025 |
| **Teacher:** | Alberto Squassabia |
| **Module # (1-6):** | 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 |  |
| GIS Mapping |  |
| Mobile App |  |
| Networking |  |
| SQL Relational Databases |  |
| Web Apps |  |
| Language – C++ |  |
| Language – Java |  |
| Language – Kotlin |  |
| Language – R |  |
| Language – Erlang |  |
| Language – JavaScript |  |
| Language – C# | X |
| 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 make a text adventure game using the software of C#, I will use the implementation of loops, functions, classes and variables. Those will be the primary methods and things I need to do. One of the things that this project will do will be that it will allow the user to go throughout the story and type in options that will allow the story to continue and to progress.

Typing the wrong answer will provide another chance to make the right choice. Very simple and very interesting. My story game will write to a file, which will tell the story of what is going on. This will allow the player to see later on in a different file how their story is going.

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** | 1-3pm Plan the story and setting of module | 1-3pm watch more videos on how to make it more efficient |
| **Tuesday** | 1-3p, finish planning the schedule, 9-9:30pm watch videos of how to use C# | 1-3pm finish testing and try it out one more time |
| **Wednesday** | 1:30-3:30 start outlining the code and functions needed (more videos) | 1-3pm run through and update any variable (making sure the writing file function works) |
| **Thursday** | 1-3pm code the function and different variables needed | 1-2pm record video |
| **Friday** | 1-3pm, 8-9:30pm test the functions | 1-2:30 publish video on YouTube and finish it up |
| **Saturday** | Not available | Not available |

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 of the risks that I can run into will be the writing a test function for all of these and the writing a file to another folder. I have done stories before but with Python, with C# I am very new. Another risk that I can run unto that I will soon find out will be the ability to create loops effectively and run into ChatGPT problems. I want to use ChatGPT to help me understand but I feel it might spit out code that might make it worse and more confusing. I will look at videos and try to figure out how to make it more effective and efficient.