**CSE 310 – Applied Programming**

**Module Plan**

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| **Date:** | 21/02/2021 |
| **Teacher:** | Macbeth |
| **Module # (1-5):** | 3 |

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 | X |
| GIS Mapping |  |
| Mobile App |  |
| Networking |  |
| SQL Relational Databases |  |
| Web Apps |  |
| Language – C++ |  |
| Language – Java |  |
| Language – Kotlin |  |
| Language – Python |  |
| 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.

Learn Unreal Engine. I didn’t know what to specifically create software-wise at the beginning of the module. My basic plan was to follow tutorials on cool different game ideas. I ended up having lots of fun with a base tutorial for Minecraft in Unreal, and took it and played around with the world generation aspect.

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.

This subject seems the most overwhelming of all the sprints. I will need to really focus my time spent on the

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.

Week 1 – research

Week 2 pt 1 – follow tutorials

Week 2 pt 2 – implement Minecraft using unreal