**CSE 310—Applied Programming**

**W04-Teach: Project Plan**

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| **Assigned Group Number** | Team 2 |
| **Unique Team Name** | Team Generator |

1. Select the type of project you will be creating. Place an “X” under the “Selected Column”:

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| --- | --- |
| **Project Type** | **Selected** |
| Android App using Java or Kotlin |  |
| Web App using Django and Python |  |
| Game using Python with either Arcade or PyGame | X (arcade) |

1. Describe the education program you will create. Additionally, describe how the software will target elementary and secondary students (e.g. pre-college students, K-12).

We will develop a game platform that will demonstrate the basic building blocks of Python. We do not have a specific audience, rather it will target a general audience interested in learning the fundamentals of Python. Students will learn in an entertaining way by diving into the basics of Python.

1. Make a list of specific requirements (that is, functionality) that will be implemented in your software (add more rows if needed). Your project grade will be based on this list of requirements.

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| **Your Project Requirements** |
| 1. Use Arcade library with Tiled, a shared GitHub, and VScode to complete project. |
| 1. Pull external files from Tiled to implement in the code. |
| 1. There will be defined classes to control the game. |
| 1. Game will display graphics. |
| 1. Game will receive user input. |
| 1. Game will include moveable objects. |

1. Provide a high-level schedule for your project, including researching, implementing features, and testing. Researching includes anything that you do not currently know how to do. You should add milestones to your schedule for both prototypes and actual project software. Put dates on your schedule and ensure that it meets the deadlines for the course.

Week 5 – Research, explore Tiled on a personal level to get familiar with platform.

Week 6 – Set up team environment with shared files, Create an outline with classes and functions.

Week 7 – Week 10 – Work on Alpha release.

Week 11 – Create new directory with Beta release

Week 12 – Testing.

Week 13 – Final Testing and Submission

1. The team leader is responsible for scheduling and conducting all team meetings. Who will be the team leader for your project?

Shawn Yang