**CSE 310 – Applied Programming**

**Module Plan**

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| **Name:** | Jeffrey Smith |
| **Date:** | 06/22/2022 |
| **Teacher:** |  |
| **Module # (1-5):** | 4 |

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

Build a basic map using ArcGIS and JavaScript while following the teachers tutorial.

1. Create a detailed schedule for yourself to complete this module in the two weeks required. Use the table below to help plan out the hours for all activities including planning, research, implementation, testing, and documentation. Include details such as what (task), when (time), where (location), and duration. You should also include time to work on your team project. Remember that you will need to report an accurate summary of hours spent on this individual module and on your team project work.

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|  | **First Week of Sprint** | **Second Week of Sprint** |
| **Monday** |  | Build quarter of project with video |
| **Tuesday** |  | Build quarter of project with video |
| **Wednesday** |  | Build quarter of project with video |
| **Thursday** | Build quarter of project with video | Add finishing touches |
| **Friday** | Other classwork | Look at stretch challenge |
| **Saturday** | Other classwork | submit |

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.