**CSE 310 – Applied Programming**

**Module Plan**

|  |  |
| --- | --- |
| **Name:** | Dylan McCann |
| **Date:** | 5/7/2023 |
| **Teacher:** | Jeremiah Pidena |
| **Module # (1-6):** | 2 |

1. Identify which module you have selected to work on. Place an “X” under the “Selected Module” column.

|  |  |
| --- | --- |
| **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.

For this Sprint I plan on writing a snake game program with C#. In this program one will be able to control the snake with the keys on their computer, and it will end when the snake either crashes into a wall or itself. I also plan on developing a scoring method and way to track one’s score.

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.

|  |  |  |
| --- | --- | --- |
|  | **First Week of Sprint** | **Second Week of Sprint** |
| **Monday** | Study C# | Write code |
| **Tuesday** | Decide what code to write | Continue writing code and research if needed |
| **Wednesday** | Outline code | Finish writing code |
| **Thursday** | Further study C#, specifically C# related to code I am writing. | Test and check code for errors |
| **Friday** | Nothing | Nothing |
| **Saturday** | Nothing | Nothing |

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.

Two risks I have identified for this module are a lack of understanding of C# structures and unions, and that I have had little practice using C# to write games. To overcome the first issue, I plan on studying C# structures and unions beforehand. Additionally, to deal with my lack of practice with this code language regarding game writing, I have decided that I will look up C# programs online that run games and look over their code in hopes that it might give me a better idea of how to write mine.