**CSE 310 – Applied Programming**

**Module Submit**

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| **Date:** | 1/19/2022 |
| **Teacher:** | Brother Macbeth |
| **Module # (1-5):** | #1 |

1. Provide the public GitHub repository link that contains the results of your module implementation. Test your link and verify it’s a public repository before submitting.

<https://github.com/mtake986/personal/tree/main/sprint1_game>

1. Mark an “X” next to the module you completed:

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| --- | --- | --- | --- |
| **Cloud Databases** |  | **Web Apps** |  |
| **Data Analysis** |  | **Language – C++** |  |
| **Game Platform** | x | **Language – Java** |  |
| **GIS Mapping** |  | **Language – Kotlin** |  |
| **Mobile App** |  | **Language – Python** |  |
| **Networking** |  | **Language – Rust** |  |
| **SQL Relational Databases** |  | **Choose Your Own Adventure** |  |

1. Complete the following checklist to make sure you completed all parts of the module. Mark your response with “Yes” or “No”. If the answer is “No” then additionally describe what was preventing you from completing this step.

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| --- | --- |
| **Question** | **Your Response** |
| Did you implement the entire set of unique requirements as described in the Module Description document in I-Learn? | Yes |
| Did you write at least 100 lines of code in your software and include useful comments? | Yes |
| Did you use the correct README.md template from the Module Description document in I-Learn? |  |
| Did you completely populate the README.md template? |  |
| Did you create the video, publish it on YouTube, and reference it in the README.md file? |  |
| Did you publish the code with the README.md (at the top level of your code) into a public GitHub repository? |  |

1. If you completed a stretch challenge, describe what you completed.

Allow the user to save and load the game.

Add music or sound effects to the game.

1. Report accurately how many hours you spent on your individual module and on your team project this Sprint.

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| --- | --- |
| **Hours spent on this Individual Module** | 10 |
| **Hours spent on your Team Project** | 1 |

1. What learning strategies worked well in this module and what strategies (or lack of strategy) did not work well? How can you improve in the next module?

I watched a tutorial video about PyGane on YouTube, and I just followed what he does. As I followed his code, I came up with some ideas that would make the shooting game more amazing and fun. After I completed the video, meaning I finished creating the clone shooting game, I started working on implementing my ideas to the clone game. I could implement most of them by second Monday during the two weeks sprint. I didn’t know anything before the sprint. From this sprint, I learned that if I don’t know anything about a language or framework, good start is to find a tutorial video or document and just follow a tutorial video and adding my ideas later worked very well this time.