**CSE 310 – Applied Programming**

**Module Plan**

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| **Date:** | May 10, 2021 |
| **Teacher:** | Brother Grimmet |
| **Module # (1-5):** | 2 |

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.

I plan to create a background for our game as well as creating our first level by creating objects.

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.

Not finding good resources to take inspiration. To succeed I will take the work that I have done for other tutorials in the hope that I can create at least a basic background with a path and so on.

Another obstacle will be that I don’t actually know how do the hierarchy correctly or how to do the c# yet to make the objects do things like float. In order to fix this, I will watch videos with specific things I want it to. Hopefully I will be able to find something that will at least get me going.

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:

1. Wed- background
2. Friday- path for level 1

Week 2:

1. Wed- Path for level 2
2. Fri- Background with path 1 and 2, also for bonus add new objects to make it look better.