**CSE 310 – Applied Programming**

**Module Submit**

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| **Name:** | Parker Johnson |
| **Date:** | 10/14/2023 |
| **Teacher:** | Brother Jeremiah Pineda |
| **Module # (1-6):** | Module 2 |

1. Copy the link to your public GitHub repository here:

<https://github.com/parkerwj/html-pong>

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

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| **Cloud Databases** |  | **Language – Java** |  |
| **Data Analysis** |  | **Language – Kotlin** |  |
| **Game Framework** | X | **Language – R** |  |
| **GIS Mapping** |  | **Language – Erlang** |  |
| **Mobile App** |  | **Language – JavaScript** |  |
| **Networking** |  | **Language – C#** |  |
| **Web Apps** |  | **Language – TypeScript** |  |
| **Language – C++** |  | **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? | Yes |
| Did you completely populate the README.md template? | Yes |
| Did you create the video, publish it on YouTube, and reference it in the README.md file? | Yes |
| Did you publish the code with the README.md (in the top-level folder) into a public GitHub repository? | Yes |

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

I added music and sound effects to the game.

1. How many hours did you spend on this module this Sprint? Include all time including planning, researching, implementation, troubleshooting, documentation, video production, and publishing.

32.5

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?

This week I ended up switching the module that I was working on again. I think this came down to a lack of planning for my original project. I underestimated the amount of time that it would take to work with DJANGO so I switched gears and built a game using HTML, Javascript, and CSS. Hopefully this will fulfill the assignment. If it doesn’t I have also built an Asteroid game using python arcade that I am happy to submit. This game also have moving pieces and music and all of the game logic necessary for the project. There are a few glitches, which is why I did not submit it for this project. All of the work for my pong game has been completed during this sprint and should hopefully satisfy the requirement.

I plan on doing more research before the next sprint officially starts in order to better align my schedule and plan with the time that it will take to build the program.