**CSE 310 – Applied Programming**

**Module Submit**

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| **Name:** | Shane Wocicki |
| **Date:** | 11/25/2023 |
| **Teacher:** | Bro. Pineda |
| **Module # (1-6):** | 5 |

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

https://github.com/swocicki22/CSE310/tree/main/Potato\_Adventures

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

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| --- | --- | --- | --- |
| **Cloud Databases** |  | **Language – Java** |  |
| **Data Analysis** |  | **Language – Kotlin** |  |
| **Game Framework** |  | **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** | X |

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, I don’t know how I could have made the game more unique than the one I created. |
| Did you write at least 100 lines of code in your software and include useful comments? | Yes, more than that in fact, I originally wanted to hit 200 but I fell short. |
| Did you use the correct README.md template from the Module Description document in I-Learn? | Yes, I did. |
| Did you completely populate the README.md template? | Yes, I did. |
| Did you create the video, publish it on YouTube, and reference it in the README.md file? | No, my laptop screen doesn’t work, and for whatever reason when I try to use my monitor the resolution doesn’t work so its impossible to view. |
| Did you publish the code with the README.md (in the top-level folder) into a public GitHub repository? | Yes I did. |

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

I created a potato farmer game that involves Middle Earth within the “Choose your own Path” sprint. I’m not sure if that meets the stretch but it was incredibly helpful and I learned a lot from doing it.

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.

This project took around 20-25 hours to run smoothly, in total it was closer to 40.

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 relied a lot on Python modules that are available to view on the internet, and as well as some YouTube videos that helped me with some game logic.