**CSE 310—Applied Programming**

**W04-Teach: Project Plan**

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| **Assigned Group Number** | 4 |
| **Unique Team Name** | null |

1. Select the type of project you will be creating. Place an “X” under the “Selected Column”:

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| --- | --- |
| **Project Type** | **Selected** |
| Android App using Java or Kotlin |  |
| Web App using Django and Python | X |
| Game using Python with either Arcade or PyGame |  |

1. Describe the education program you will create. Additionally, describe how the software will target elementary and secondary students (e.g. pre-college students, K-12).

We are creating the artwork on BYUI campus. The purpose of this project is to show students the artwork history.

1. Make a list of specific requirements (that is, functionality) that will be implemented in your software (add more rows if needed). Your project grade will be based on this list of requirements.

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| **Your Project Requirements** |
| Be able search of the artwork in database |
| Include the artwork information |
| Interactive map |
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1. Provide a high-level schedule for your project, including researching, implementing features, and testing. Researching includes anything that you do not currently know how to do. You should add milestones to your schedule for both prototypes and actual project software. Put dates on your schedule and ensure that it meets the deadlines for the course.
   1. Week 4-5, learn Django
   2. Week 5, gather and built the database
   3. Week 6 and 7, input the I-center artworks
   4. Week 8 and 9, build the back end
   5. Week 10, 11, make it perfect
2. The team leader is responsible for scheduling and conducting all team meetings. Who will be the team leader for your project?

Benjamin Wyatt