**CSE 310 – Applied Programming**

**Module Plan**

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| **Name:** | Dane Selch |
| **Date:** | 10-20-21 |
| **Teacher:** | Brother Pineda |
| **Module # (1-5):** | 3 |

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 |  |
| GIS Mapping |  |
| Mobile App |  |
| Networking |  |
| SQL Relational Databases |  |
| Web Apps |  |
| Language – C++ | x |
| 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 will make a D&D battle simulator. I have a few reverence books about different monsters that appear in the game. As such I will make a program that has classes for about 5 different enemy types, and will loop through the battle between your turns. It will basically be like a text based adventure fight.

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.

I am going to have to incorporate different kinds of monsters, so connecting each of them to a general monster class and then into individual ones is going to be hard, Another one will be the trouble I will have is balancing how much time I spend on each part. D&D is a big game, and I could add endless amounts of features to this simulator.

My answer is that it will all come down to planning. I need to clearly define what the program will do and what it will contain. Once that is settled, I should stick to the main course and not deviate unless I end up ahead of schedule. Also having a clear STL will help keep in order what is connected to each class and how.

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.

Friday start the STL and pseudo code

Saturday-> finish the STL, and all the planning

NEXT WEEK

Monday –> create the classes

Wednesday -> write the functions to run the simulator

Friday -> debugging

Saturday -> final touches and submit