**CSE 310 – Applied Programming**

**Module Submit**

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| **Name:** | William Chen |
| **Date:** | 11/23/2023 |
| **Teacher:** | Brother Brich |
| **Module # (1-5):** | 5 |

1. Copy the link to your public GitHub repository here:
2. 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 |
| 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 created multiple functions and parameters to set up the bass game and use a few imports Library.

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

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| **Hours spent on this Individual Module** | 5 |
| **Hours spent on your Team Project** | 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?

I gained a foundational understanding of the Tkinter library for creating graphical user interfaces in Python.

I also learned how to create a main window, set its title, and add a canvas for drawing graphics.

The game logic part was a bit tricky, but I nailed it! I made sure the eggs pop up, move around, and, most importantly, checked if the catcher caught them. Whenever that happened, I updated the score and lives to keep the game interesting.

I also added some special settings to control how fast things move and how hard the game is. These settings, like speed, interval, and difficulty, made the game more fun and challenging.

Working on this project was a fantastic learning experience. I feel more confident in my programming skills, especially when it comes to creating interactive games. I'm excited to use what I've learned in future projects.

Thanks for giving me the chance to take on this project!