

CPSC 304 Project Cover Page

Milestone #: 1

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Group Number: 142

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By typing our names and student numbers in the above table, we certify that the work in the attached assignment was performed solely by those whose names and student IDs are included above. (In the case of Project Milestone 0, the main purpose of this page is for you to let us know your e-mail address, and then let us assign you to a TA for your project supervisor.)

In addition, we indicate that we are fully aware of the rules and consequences of plagiarism, as set forth by the Department of Computer Science and the University of British Columbia

University of British Columbia, Vancouver

Department of Computer Science

Project Description:

Our CPSC 304 project will be modeling and storing a database in the domain of professional sports, encompassing: the sport being played, individuals involved in sports (i.e athletes), teams, games, leagues, seasons, sponsors, stadiums and broadcasting networks. The database will model information relevant to those working in professional sports, or fans of professional sports such as statistics of games and players, or the usage of a stadium.

Users will be able to store information in the database through the GUI by inputting the desired values into the necessary fields such as inputting the channel name and number to store a new channel. Users will be able to perform specific queries on the database through the GUI such as looking for all players born in 1998 or the team with the most winning games. Stored information will persist across different instances of the application, with the user being able to access previously stored information upon relaunching the application.

Application Platform:

Our application will be developed using Java and Oracle, with JDBC and JavaFX used for API calls and GUI development respectively.

