






CSEatures

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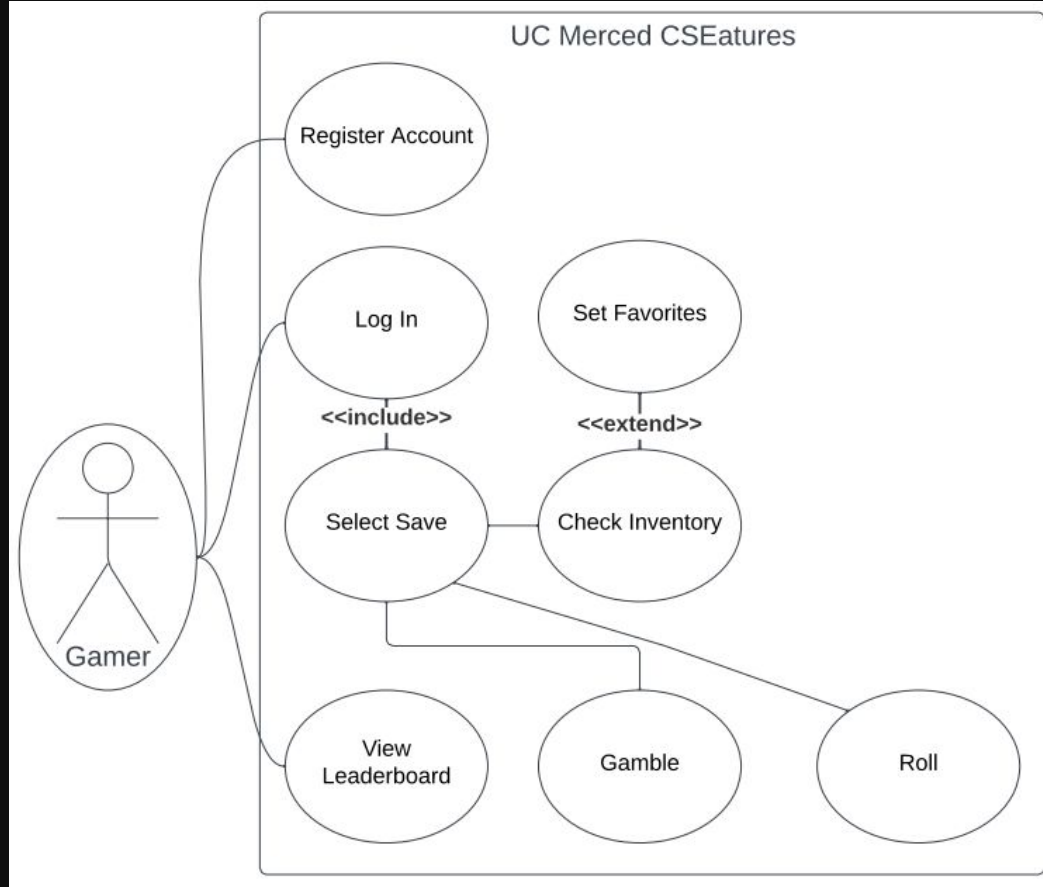
System Description

- ◆ A simple gacha game
 - Gacha games revolve around the idea of using some currency to “roll” for a randomly chosen character or item
 - CSEatures
 - Computer Science and Engineering Creatures
- ◆ Gamble catdollars or sell CSEatures to make a profit
- ◆ Show off your favorite, rarest, or highest level CSEatures

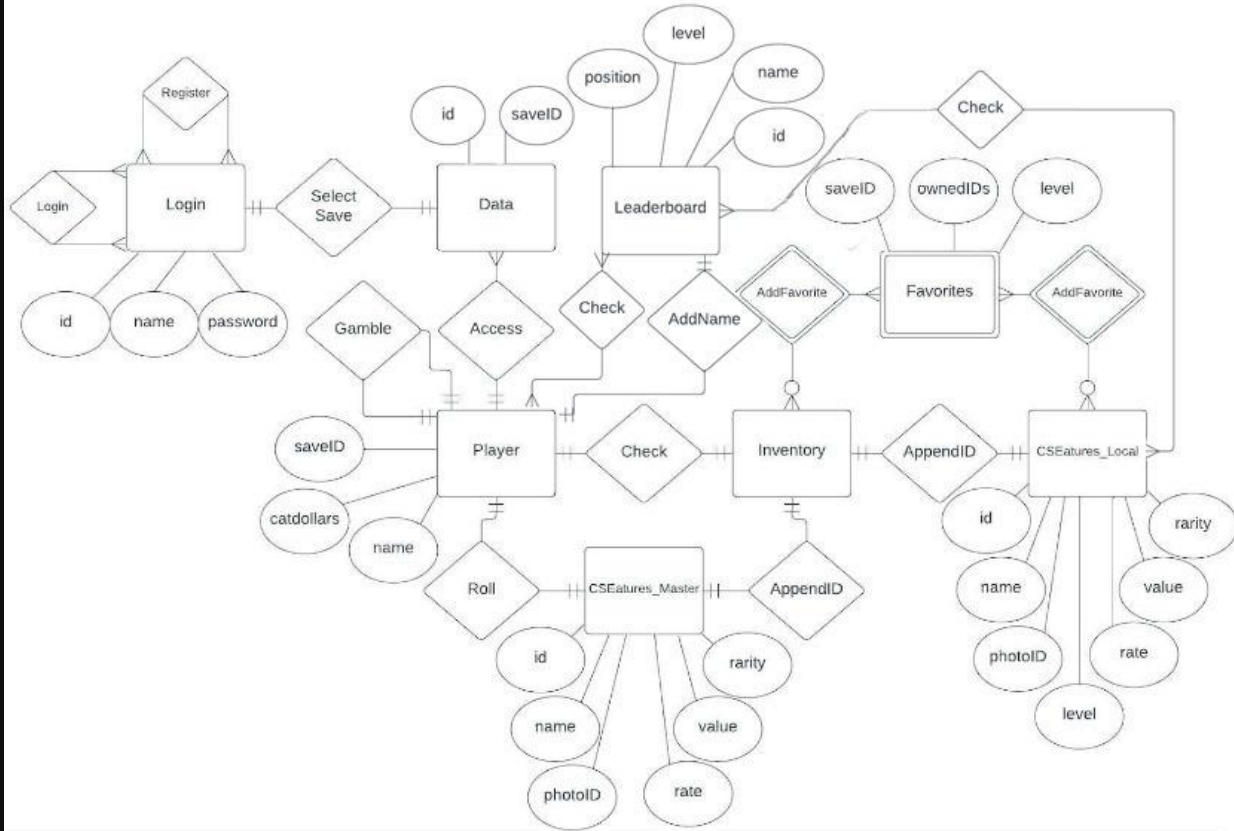
System Description

Common	Rare	Legendary
65%	31%	4%
5 CSEatures : 13% each	20 CSEatures : 1.55% each	5 CSEatures : 0.8% each
<p>Angelo Kyrilov</p> 	<p>Punished Venom Santosh</p> 	<p>Rusu of Greed</p> 

Use Case Diagram

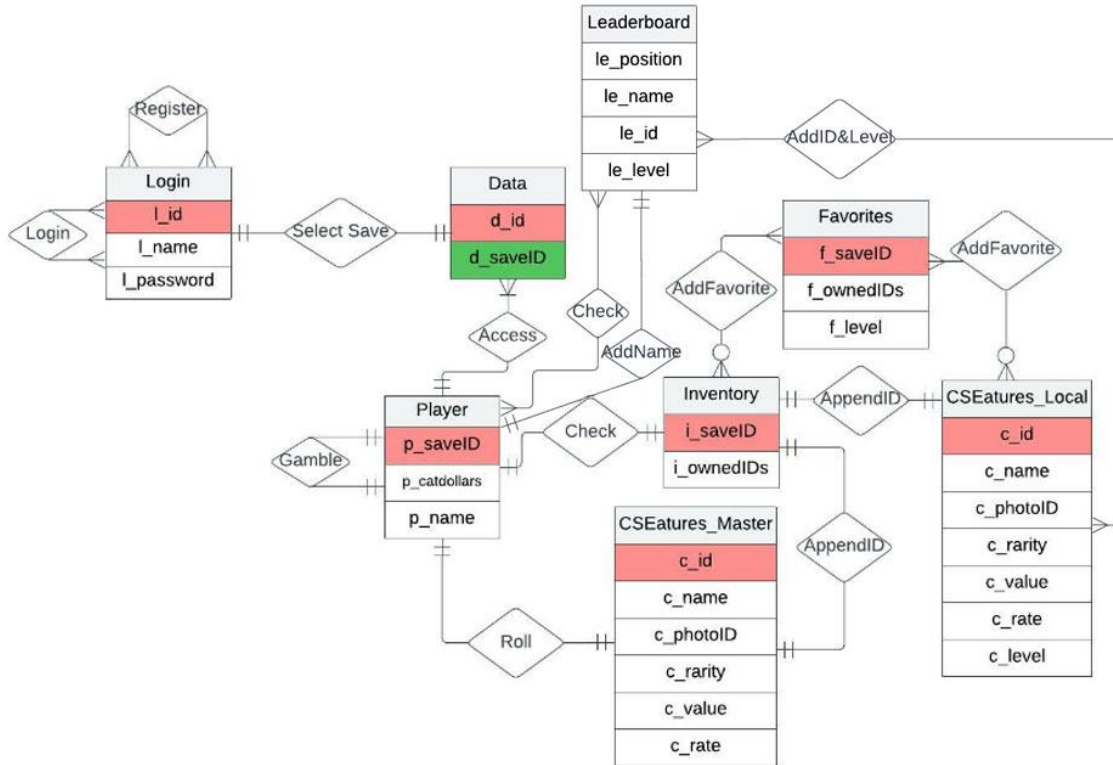


E/R Diagram



E/R Diagram + Schema

(Crow's Foot
Notation)





Relational Schema



account

- UserId, Name, Password

profile

- ProfileId, UserId, Username, CatDollars

inventory

- InventoryId, ProfileId, CardId, Favoured

card

- CardId, Name, Rarity, Value, Rate, ImageURL

Leaderboard

- Rank, UserId, ProfileId, InventoryId





Implementation Details

- ◆ VSCode: IDE
- ◆ MySQL
- ◆ HTML, Js, CSS, ExpressJs, NodeJs



✦ Moving Forward

“The best antidote to worry, I have always believed, is work and more work”

- Helena Rubinstein

- ✦ Should work continue on this project:
 - Friends & Trading
 - More interactions with CatDollars

Public Github Repository



<https://github.com/Austin-Matthews/CSE-111-Project>



Demo Time!
Thank you!