

# CPSC 304 Project Cover Page

Milestone #: 3

Date: March 9<sup>th</sup>, 2024

Group Number: 5

Name	Student Number	CS Alias (Userid)	Preferred E-mail Address
Bryan Jhutti	60442258	bjhutti	bryanjhutti@hotmail.com
Ronald Liu	10051118	rliu4936	ronaldliu2022@gmail.com
Victor Yao	26291401	vyao02	victoryao1039@gmail.com

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

1. Organization system for in-person e-sports tournaments. Users can track and manage tournaments, participants, sponsors, venues, etc.
2.
  - a) March 9-15:
    - a. Figure out where to deploy Node.js/Express application, and make sure it can serve files. Set up connection to Oracle DB. Initialize tables in DB. [Victor]
      - i. Challenge: Learn the node-oracledb library and make the connection.
    - b. Plan out React GUI and how users can interact with the app. [Bryan, Ronald]
      - i. Challenge: Design the look of the UI and come up with user stories.
  - b) March 16-22:
    - a. First pass on front-end. Implement most of the core elements such that we have a minimum viable product. [Bryan]
      - i. Challenge: Learn React and Tailwind CSS from scratch.
      - ii. e.g., design a list to display queried records.
    - b. Implement core back-end DB connectivity. [Victor, Ronald]
      - i. Challenge: Build out code structure to interact with DB.
      - ii. e.g., translate DB responses into servable JSON.
    - c. Build SQL queries (not integrated yet). [Bryan, Ronald, Victor]
      - i. e.g:
        1. get all Tournaments in between two given dates
        2. update a given Player's display name
        3. get the full names of all the Players in a given team
  - c) March 23-29:
    - a. Add more front-end features and improve existing ones. [Ronald]
      - i. Challenge: Turn it to something that's responsive and nice to look at.
      - ii. e.g., show a loading spinner while querying DB.
    - b. Flesh out DB connectivity. [Victor, Bryan]
      - i. Challenge: Implement API endpoints.
      - ii. e.g., on POST to /api/players, add a new Player to the DB.
  - d) March 30 - April 5:
    - a. Finish front-end; polish interface and fix bugs. [Bryan, Ronald, Victor]
    - b. Finish back-end; optimize code and fix bugs. [Bryan, Ronald, Victor]