University of British Columbia, Vancouver
Department of Computer Science

CPSC 304 Project Cover Page

Milestone #: 1

Date: February 3rd, 2024

Group Number: 5

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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

2.   a) E-Sports tournament organization system. Organizers will use this app to track participants, sponsors, etc. E-sports is competitive gaming.
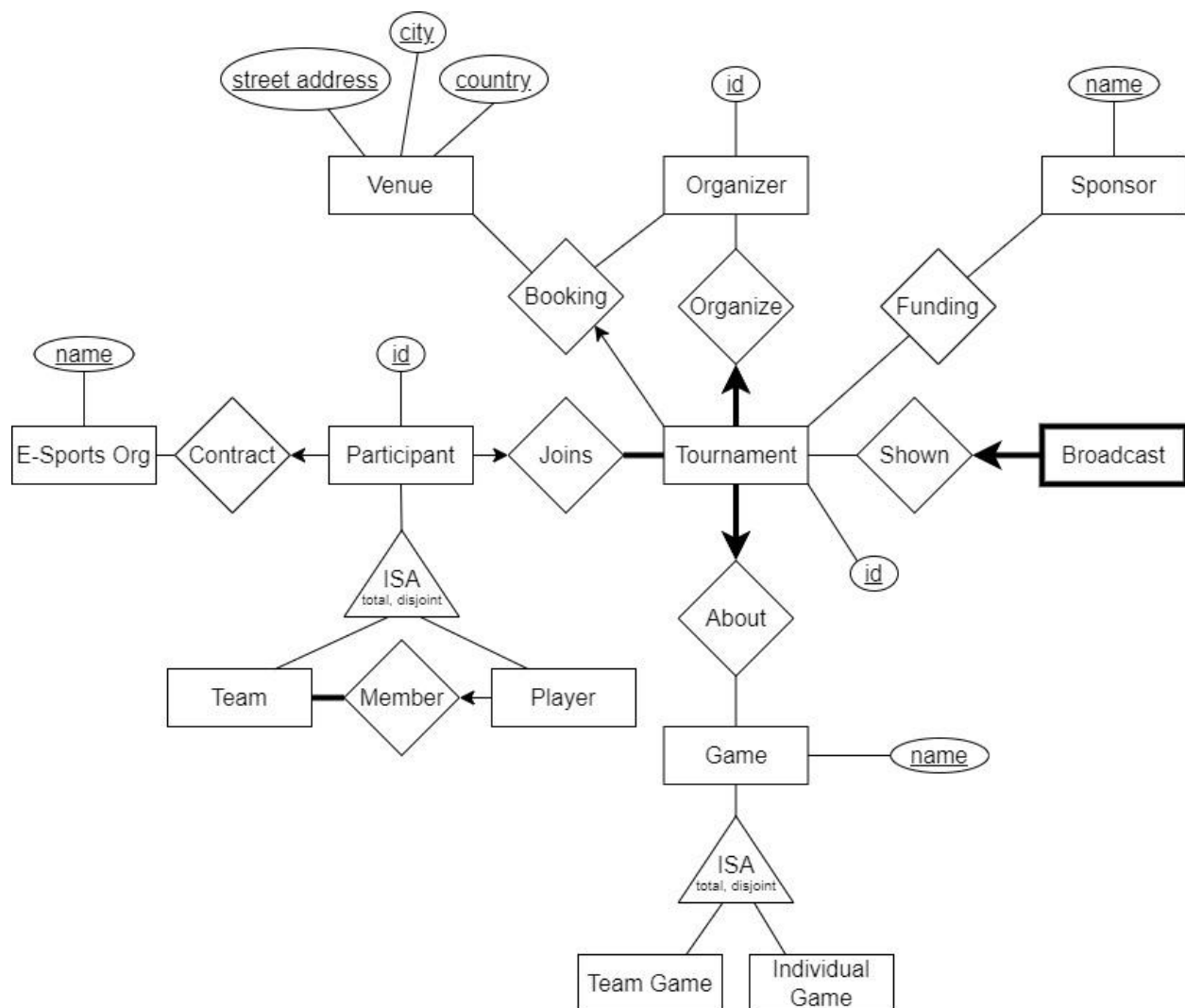
        b) Tournaments, participants, organizers, venue, sponsors, the game being played, and esports organizations will all be modeled by the database.

3.   a) Tournament organizers will be able to create their tournaments, and add and remove participants. They will be able retrieve information about the tournament, participants, game, etc. All information about the tournament will be available.

4.   a) We will use the department-provided Oracle database.

        b) We aim to build a website as our front end, so we will be using html/css/javascript.

5.

7.