Project Proposal for Group 30

CPSC 304 Project Cover Page

Milestone #: **1**

Date: **7/17/2022**

Group Number: **30**

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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

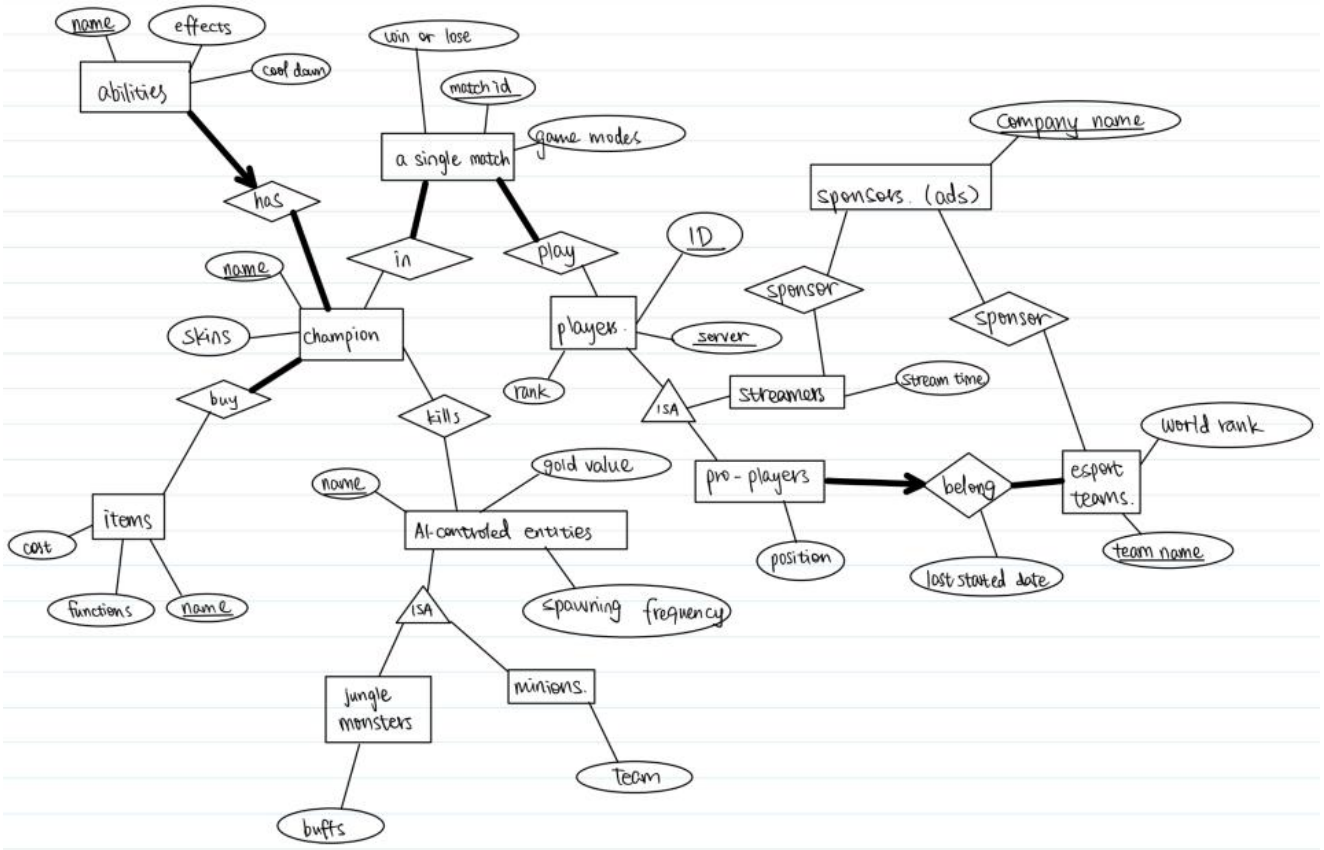
The domain that we're going to model is Gaming. That is, we are going to focus on the data stored about players and in-game characters of a video game called League of Legends(LOL).

We will mainly focus on the players and the champions of LOL.
Each player has a unique gaming ID. LOL provides many different servers depending on the region where players initially registered their ID(e.g. Mary plays LOL in Canada so her server is NA(North America)). A player cannot register a new ID again using some used ID on the same server(e.g. If Tom registered his gaming id as tom123 in the NA server, there must not be another player, including himself, creating another player account whose id is tom123). Hence, the combination of the player's ID and the player's server can uniquely identify one player.
Some players are streamers, and some are professional players(pro-players) that belong to an esports team. Each pro-players has a fixed position in a team(e.g Allen plays top lane and Alex plays jungle lane). Each team must contain at least 5 pro-players. Some players can be both streamers and pro-players, and some can be neither. Streamers and esports teams may also have 0 or more sponsors.
A single match of LOL must have at least one champion. Similarly, A single match must have at least one player playing it.
Each champion in LOL has a unique name. Each champion also has 4 abilities, which have varying effects and cooldowns.
Each Champion must buy at least 1 or more items to gain in-game buffs. Champions will also kill various AI-controlled entities like minions, and jungle monsters(these 2 are the only possibility of AI-controlled entities), to gain gold in order to be able to buy items. All AI-controlled entities have a spawning frequency(e.g minions spawn every 30 seconds).

There will be two different types of users of our project: normal Gamers, and Riot employees(Riot Games is the gaming company that developed LOL). This project is beneficial to Gamers because they will be able to look up information about the in-game champions, abilities, and items to increase their gaming knowledge. They will also be able to see information and statistics about their own accounts, as well as any other players' accounts, provided their IDs. They can also look up information about esports teams and pro-players. However, normal Gamers will not be able to modify any of the information, they can only look it up. However, Riot employees will be able to look up all the same things. They will also be able to modify any of the above data. Thus, this project is also beneficial to Riot employees since they will make the game more balanced when they are designing or modifying in-game entities.

Project Platform
This project will be done using Javascript, SCSS, ReactJS, and Postgres SQL.

ER Diagram: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Streamers
Stream time
company name
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sponser
items
cost
functions
name
name
gold value
AI-controled entities
spawning frequency
ISA
jungle monsters
minions
Team
buffs
pro-players
belong
esport teams
World rank
team name
position
last started date