University of British Columbia, Vancouver

Department of Computer Science

CPSC 304 Project Cover Page

Milestone #: 1

Date: 2023-02-05

Group Number: 3

Name	Student Number	CS Alias (Userid)	Preferred E-mail Address
David Chernis	63998355	f9h0f	dchernis@student.ubc.ca
Jake Rubin	86732823	m5t0c	jake.t.rubin@gmail.com
San Halacoglu	23276504	b3m8u	sanhalacoglucanada@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

University of British Columbia, Vancouver

Department of Computer Science

1. A brief (~2-3 sentences) summary of your project. Many of your TAs are managing multiple projects so this will help them remember details about your project. You can reuse the summary from milestone 2.

Our project is a football team/soccer player tracking database that will keep various statistics on players and their teams such as player match history, team info, other player statistics, etc. The project aims to model the various relationships and functionality that we can observe in football teams from both football and partly administrative perspectives. The league in particular that this database will cover is the 2021/2022 Premier League.

2. Timeline and task breakdown/assignment: The breakdown should be at a level of detail that demonstrates that the group has spent time meaningfully considering what there is left to do. Note that we are not asking you to predict every single possible task that you will need to do. We want to see that the group understands the scope of what is left to do and is prepared to accomplish the remaining tasks in a reasonable manner. Each task should be specifically assigned to a group member (or combination of group members). It is in your best interest to be as explicit as possible about who will work on what. In the event that there is a dispute between group members, this is one of the first things the course staff will look at when evaluating the situation. If it is clear to us what has been agreed on, it will speed up the process of conflict resolution. Unless otherwise stated, it is assumed that all group members will work equally on the project. This does not mean that everyone needs to work on each task together. This means that the overall division of the work is equal. If this is not the case, state the work percentage breakdown for each member. This will serve as a written acknowledgement between all group members that there will be an uneven distribution of work. The member who does not do their fair share of work will have a penalty applied to their final project grade. While each member is not expected to know about every single line of code in the project, it is expected that all members can talk about the overall architecture of the project. The timeline should contain enough detail for your project mentor to determine that you understand that you need to produce a GUI for your full project.

Gantt Chart On page

University of British Columbia, Vancouver

Department of Computer Science

WBS NUMBER	TASK TITLE	TASK OWNER	START DATE	DUE DATE	DURATION	PCT OF TASK COMPLETE	WEEK 1					WEEK 2					WEEK 3					WEEK 4				
							M	T	W	Th	F	M	T	W	Th	F	M	T	W	Th	F	M	T	W	Th	F
1	Database / Backend																									
1.1	Setup of AWS Database	David C. / San H.	3/15/23	3/17/23	3	0%		▦	▦	▦																
1.1.1	SQL DDL script for creating tables	David C. / San H.	3/20/23	3/22/23	3	0%							▦	▦	▦										
1.1.2	Populate Tables	David C. / San H.	3/20/23	3/22/23	3	0%							▦	▦	▦										
1.2	Design Meeting with Frontend	David / San / Jake	3/22/23	3/22/23	1	0%									▦										
1.3	Implementation of Queries	David C. / San H.	3/24/2023	3/31/23	8	0%											▦	▦	▦	▦	▦				
1.4	Frontend Integration	David C. / San H./Jake	3/28/2023	4/3/23	6	0%													▦	▦	▦	▦			
1.5	Testing of Queries	David C. / San H.	4/3/23	4/5/23	3	0%																▦	▦		
2	Front-End Setup																									
2.1	Learn React.js / other applicable front-end technologies	Jake R.	3/14/23	3/22/23	8	0%	▦	▦	▦	▦	▦	▦	▦	▦											
2.2	Choose Styling (eg. colours, fonts)	Jake R.	3/22/23	3/23/23	1	0%									▦	▦									
2.3	Design Navigation Bar/Base Page	Jake R.	3/23/23	3/24/23	1	0%										▦									
2.3.1	Manage page navigation in website	Jake R.	3/25/23	3/28/23	3	0%											▦	▦							
2.4	Add buttons and backend integration for interacting with the database	Jake R.	3/29/23	4/3/23	4	0%													▦	▦	▦	▦			
2.5	Frontend Testing and bug fixing	Jake R.	4/3/23	4/5/23	2	0%																▦	▦		