

CPSC 304 Milestone 1

Milestone #: 1

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Group Number: 54

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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.

Project Description:

League Of Legends is an online video game where two teams of players take control of characters called “champions,” and they fight to destroy the structures of the other team’s home base. Each player controls one champion and can buy different items to make their champion stronger to help them win fights against their opponents or against creatures in the arena’s jungle. There are also different game modes that change the location which the match takes place in. League of Legends holds championship matches where there might be up to 6 million concurrent viewers online. The huge number of viewers might want to track matches for their favourite teams, so mobile or web applications may wish to display the current state of a League of Legends match by querying information from our database.

Aspects of our domain to be modeled:

- 1. Player**
Represents individual players participating in the League of Legends game.
Contains personal information for each player
- 2. Champion**
Captures information about each of the characters being played in the current game
- 3. Items**
Stores details about in-game items and which benefits they provide
- 4. Map**
Holds information about which in-game arena the match takes place on
- 5. Game mode**
Contains data on the different game modes available in League of Legends
- 6. Jungle Objectives**
Encompasses information about the neutral jungle creature objectives within the game
- 7. Structures**
Represents all structures in the game, which players aim to destroy

Database Specifications:

Users of our database will be able to query the state of ongoing or completed League of Legends matches. Users might enter their favourite player’s name into our database to see which character (champion) they are playing, which side has taken the most objectives, and what items the player is building. By tracking what items certain players build, studios players might be able view professional players’ games to learn which items they should build to be stronger. Querying the real-time statistics of an ongoing tournament match will help accurate displaying of graphical overlays that are used when matches are streamed online.

Application Platform:

Project platform: Oracle

Expected tech stack: Java, PHP

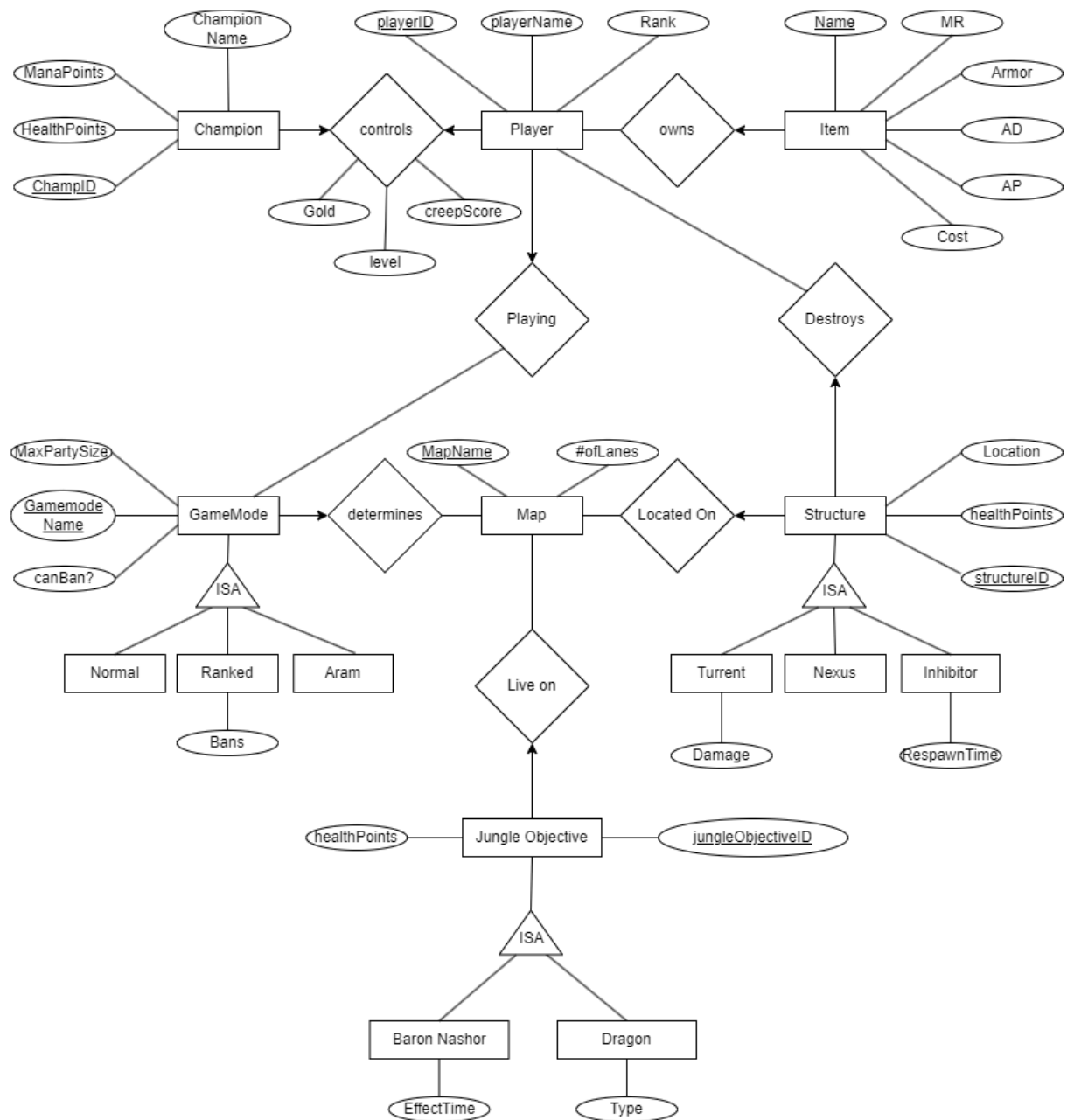


Figure 1: Entity Relationship diagram of our League of Legends domain