

CPSC 304 Project Cover Page

Milestone #: 3

Date: July 27th, 2022

Group Number: 44

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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

DUE: FRIDAY JULY 29TH

Example: <https://ambr.top/en>

Task Assignment:

Sally	Insert, Projection, Aggregation with Having, Aggregation with group by
Wendy	Update, Join, Nested Aggregation
Jasmine	Delete, selection, division

Timeline:

<u>Who's Responsible:</u>	<u>Task:</u>	<u>Due Date (by end of day):</u>
Sally	Insert	Sun, July 31
Sally	Projection	Tues, Aug 2
Sally	Aggregation with Having	Sun Aug 7
Sally	Aggregation with Group By	Mon Aug 8
Wendy	Update	Tues, Aug 2
Wendy	Join	Thurs, Aug 4
Wendy	Nested Aggregation	Sun, Aug 7
Jasmine	Delete	Mon, Aug 2
Jasmine	Selection	Thurs, Aug 4
Jasmine	Division	Sun, Aug 7

Ideas:

Insert Operations (By Sun, July 31):

- player: inputs username, email, password, display name to create their account
 - account creation screen
- GUI: design UI/UX - Fri, Jul 29
 - implementation (Java Swing) - Sat, July 30
 - query implementation - Sun, July 31

Delete Operations:

- Player can delete food from their characters

Update Operation:

- the player can update their personal information (username, email, password, display name)
- the developers can update character and weapon information (change atk and hp values etc)
- the player can level up their character and abilities (I think I want to do this one)

Selection:

- User can choose to select and view their characters' weapons and their associated rankings/attributes

Projection (By Tues, Aug 2):

- the player can choose options and filter to view characters with the specified characteristics (eg. characters with the same element or ability)
- the player can filter and view certain types of weapons (eg. bow weapons, sword weapons)
- reference: <https://gamewith.net/genshin-impact/article/show/22357>

Join:

- join the character and weapon table to find the atk value of the weapon the character is using

Aggregation with Group By (By Thurs, Aug 7):

- commonly used SQL aggregate functions: AVG(), COUNT(), MAX(), MIN(), SUM()
- count the number of characters that have the same elements
 - Example (not finalized): SELECT ename, count(*) FROM CharacterHas GROUP BY ename
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Aggregation with Having (By Fri, Aug 8):

- from the characters at the same level, display the one with the max baseATK > a certain number
 - HAVING MAX(baseATK) > ____
- may use with inner join, order by count

Nested Aggregation with Group By: TBD

Division:

TBD

Challenges/Things Left To Do:

- connecting to the database
- learning SQL
- consistent ui design for every part of the application implemented by different members
- Project App name :D