

CPSC 304 Project Cover Page

Milestone #: 1

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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

Project Description:

We are going to be modeling the data involved in a role-playing game.

We will be focusing on the domain of playable characters specifically, and how players can customize and use aspects of their characters, such as weapons, abilities and elements, and which characters they use within their party. There will be many different characters for the player to choose from, and each character will have set unchangeable aspects such as abilities and health points, and parts which the player can customize to their liking, such as their weapon and artifacts.

This database application will be used mainly by the players of the game and the game developers to access, change and delete information. For example, a player may choose for their character to use a different weapon, in which case the character's "Uses" relationship would be updated with a new weapon, or inserted if they started off with having no weapon.

It allows the game developers to set certain rules around the interaction between players and characters. It will allow players to be able to easily navigate the game's UI. Also, the players of the game will use parts of the database in certain ways to access their inventory and view their profiles, as well as the specific character profiles. For example, a player may wish to see all the different weapons with a certain attack value and compare them to see which one works best for the character they are trying to play. They may also view what specific abilities each character has and select the character that best suits their needs. A game creator may wish to search up which characters are most popular in their game to analyze and understand how they could design better characters in the future for an improved gaming experience.

The project will be done using the Oracle database system, using Java and JDBC. As of yet, we have no intention of using any other software.

ER Diagram:

