**CPSC 304 Project Cover Page**

Milestone #: 1

Date: 05 - Feb - 2021

Group Number: 73

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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 email 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 are going to model is Steam, the digital video game distribution service. We are going to focus on the data that regards Steam’s products and accounts.

For all accounts, we store a unique steam id, email, password, username, balance, and registration date. Accounts have to be either a publisher that is able to publish products to sell, a player that can play games and earn achievements, or both. Each product in our database has a unique app id, price, title, release date, has hardware requirements for specific operating systems, is developed by a developer, and may have tags to describe it. These products may be soundtrack or a game that could have DLC, but not both, and can be neither (eg. software). Once a product is purchased by an account, they receive an invoice and are able to write a review.

There will be two levels of access for our database: account owners and steam admins. Account owners will be able to see their own account details and product information, while administrators will be able to view account details about every product and account, not including passwords.

This project will be done using the Oracle database system that is supported by the CPSC department, using SQL and PHP. We do not anticipate using any special software or hardware.

