University of British Columbia, Vancouver
Department of Computer Science

CPSC 304 Project Cover Page

Milestone #: 3

Date: 24 October, 2024

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

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Project Summary

Our project is a database representation of a website that allows users to log and review games, track their development, follow other users, and track in-game item purchases. Games are the central focus of the application, with all interactions, including those between users, centered around them.

Timeline & Task Breakdown

The remainder of the project will be split between group members equally, with each doing one end of the project. Luke will do the front-end, which involves designing the interface and constructing it with code. Apoorva will do the back-end, consisting of programming the functionality of the database. Finally, Kshitij will do the end-to-end work, connecting the front and back-ends, making sure they work as expected, and helping out on either end if needed. The detailed task breakdown, alongside their rough timeline, is as follows:

Luke

- User data creation
    - Create viable user data - November 1
- User friendliness
    - Interface testing with non-computer scientists - November 15
- Graphical user interface
    - Initial UI design (on paper) - November 1
    - First barebones programmed implementation - November 10
    - Second implementation with improved design - November 20
    - Final design with back-end connectivity - November 27
- Milestone 4 cover page and PDF file - November 29

Luke will be in charge of the GUI. This involves designing it on paper, implementing it, and then revising it with feedback from both the other group members, as well as people less familiar with computer science, to make sure it works for all audiences. Luke will also make the cover page and PDF file for milestone four. All three group members will also work together to create the data, to make sure that we're all familiar with it.

Apoorva

- User data creation
    - Create viable user data - November 1
- Query implementation
    - Queries 2.1.1-2.1.6 - November 15
        - INSERT
        - UPDATE
        - DELETE

        - Selection
        - Projection
        - Join
    - Queries 2.7.1-2.1.10 - November 27
        - GROUP BY aggregation
        - HAVING aggregation
        - GROUP BY nested aggregation
        - Division
- SQL file - November 27

Apoorva will be in charge of the backend. This involves writing all ten queries and making sure they work with the data, which she will help create as well. Queries 2.1.1-2.1.6 will be completed first, as they aren't hard-coded, to make sure that the program works well. She will also be in charge of creating the SQL file.

Kshitij

- User data creation
    - Create viable user data - November 1
- User data implementation - November 10
- Error handling - November 20
- User interface functionality
    - User interaction with the back-end through the UI - November
    - Query results - November 27
- Sanitization check, making sure the program is secure - November 29

Kshitij will be in charge of connecting Luke and Apoorva's work, making sure that they're compatible. Mainly, this involves connecting the front end design to the back end functionality, as well as making sure the query results return to the user in a readable manner. He will also be in charge of implementing the user data after helping create it, and handling errors. Finally, he'll also do a final sanitization check to make sure that the program is secure before we hand it in.

Because this is a rough plan made before any of the work is started, it's likely that one member might have too much or too little to do. In this case, we'll designate tasks as needed to make sure everyone contributes equally.