# University of British Columbia

# Department of Computer Science

# CPSC 304 2019 W2

# Group Project - Implementation of a Relational Database

| Project Title: | Milestone 1 - Project Proposal |
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| Project Milestone: | 1 |

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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 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 model we are planning to use as our domain is a game inventory. Our emphasis is mainly to provide information on the different types of games available in the industry.

The main aspects of the domain modeled by the database is the information about the games offered to the consumers. It will give information such as the name of the game, the genre, play time, whether or not it has online capabilities, and if it can be played with multiple players. Prices of the games are also displayed so users can decide if it is worth investing in a game given the specifications. Users are able to find out the details of a games' specification and compare it to one another to make a decision if they want a particular game or not. It acts as a game encyclopedia to give users an idea of what to expect if they choose to buy a game.

The database will have the ability to introduce different platforms the game can be played on, which may determine whether or not it will have cross-platform gameplay. The model will provide insight into player interactions such as: Player vs Player (PvP), and Player vs Environment (PvE) experiences. Both PvP and PvE will require a number of players to play games. As of present, the cross-platform gaming experience is mainly supported with PvP games. Each game provide various levels of difficulty, and provide competitive, casual gaming, or both options. Each company has a publisher that produces those games. Each company requires a consumer (who buys the game), to create an account in order to play the games. A company can have many accounts, but each player only needs one account for each company.

The platform of the final project and application technology stack used will be the Oracle database system provided by the UBC Computer Science department, it will be written in Java and JDBC.