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COMP3005 Assignment 1 Part 3

Game Market Proposal

3.1 Background

I am planning on creating a database that contains the information of a market in a game that I and my friends are currently playing. The intention of this database is so the users can easily query and look for specific items and whether they are currently being sold or out of stock. The reason for this proposal is because the market system that is supported in the game contains no query information and you can only search through specific categories and menus as well as being forced to go to a specific location to even view the market. There is no direct way to search for items as well as items that are not in stock whilst playing the game without going to the spot.

3.2 Application Requirements

R1.1) Provide a database that catalogs each separate item in their respective categories. This database should be able to filter through these categories while also being able to query and index the information that can be exported to a website.

R1.2) Allow changes to the database in which only certain categories exist opposed to every single possible category that is within the game.

R1.3) The database would contain keys for each item, categories, and subcategory and showcase any changes into the price of the item as well as the current stock of the item.

R1.4) The target size of the database would be roughly 2500-3000 items that will be represented within 7 Main categories with their respective sub-categories. Ranging from 1-8 possible subcategories for each main category.

R1.5) Users should be able to search for items without being concerned about needing to fully spell out the certain item they want. Substrings should suffice and the database should showcase items that the user may be looking for based on their query.

R1.8) The application should be web-based with user interaction through any of the popular existing browsers (e.g. chrome, firefox, edge, safari etc.) as well as supporting a possible mobile application that is supported by Android/iOS.

3.3 Due Diligence (Copyright Issues)

As the information is public within the game and is easily accessible by new players, as well as the game being free, it is my belief that there would be no violation of any copyright laws in the creation of the database, service, application. To be more specific,

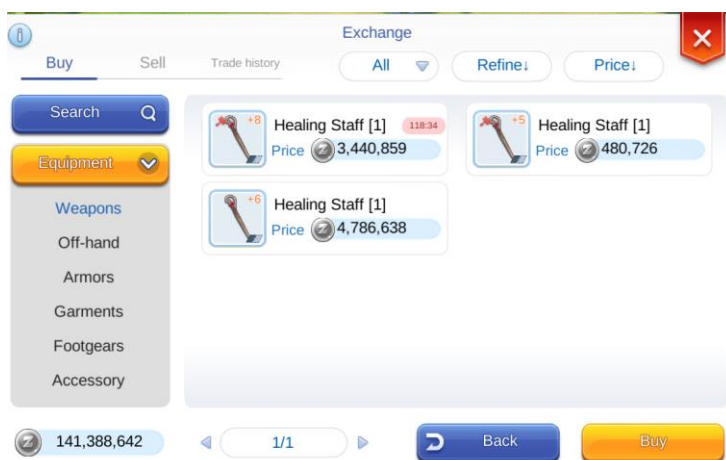
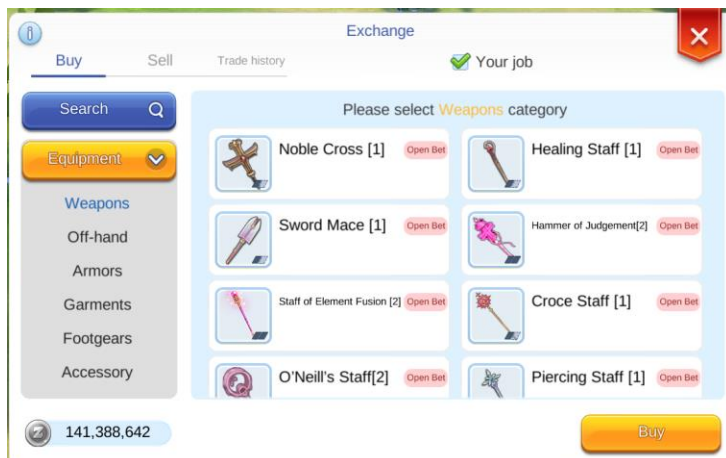
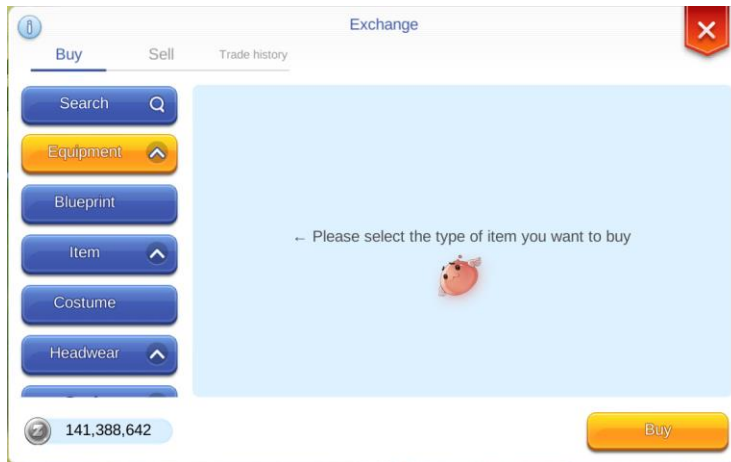
CPY1.1) While the video game as a whole is protected by copyright, as well as their potential elements such as the source code, scripts, musical works, character/level design etc. Taking the provided information within the public market within the game and reuploading it somewhere else should not be an issue. More specifically, it is not illegal to publish a database that contains the information of the items, and categories from within a game that is free and easily accessible.

Sample Documents

Below are some sample documents that show the sources of the raw data from the game.

Raw Data

This is raw data taken straight from the game.



Example Application Use

An example of what the application would look like and what it could showcase based on a query.

Game Market:

Search: Iron



Iron

Stock: 62

Current Price: 1,517



Iron Ore

Stock: 3,871,860

Current Price: 200



Iron Cain Blueprint

Stock: 11

Current Price: 606,296