

# CPSC 304 Project Cover Page

Milestone #:   0  

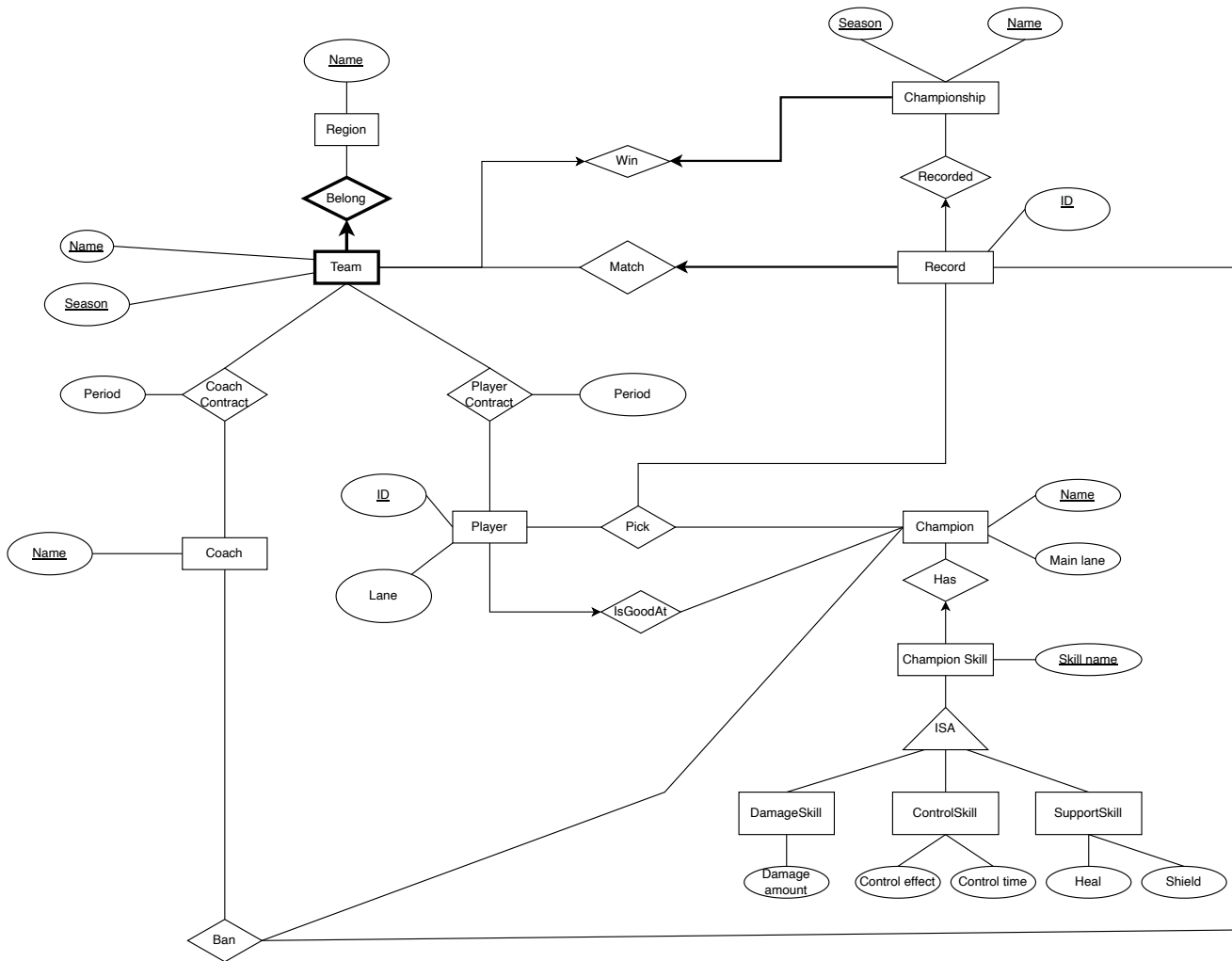
Date:   2022. Sep.29  

Group Number:     99    

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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



### Brief project description

- For recording the data of matches such as the teams attending the game and which champions are chosen. People can also use this model to predict the result of the match because the database contains information for players like the champions they are good at.
- Team info (including coach and players), championship info, matching result, game champion info (role in game) are modeled for this domain

### Database Specification

We should be able to check all information about a LOL team at a specific season including players and coaches in a team at a season.

We want to gather information about each match happened so that if someone wants to do data analysis for LOL match

### Platform:

PHP and JDBC (we want to take advantage to learn PHP which all of us never used before)

Application technology stack:

Python (maybe); Oracle