

CPSC 304 Project Cover Page

Milestone #: 1

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Group Number: 98

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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

2. a) & b) The domain of the application is a community guide for Pokémon enthusiasts. Our project aims to serve hobbyists and enthusiasts by providing a centralized hub that allows users to access and contribute detailed information about the Pokémon video game series. Our database will track many aspects of the Pokémon universe, such as specific Pokémon information, characters and strategy. As a user progresses through a Pokémon game, they should be able to find specific information about the game's Pokémon, trainers, gym leaders and other trivia. A user should also be able to log new information into the database as they explore different parts of a Pokemon game.

3. a) With the database, users should be able to look up information on moves, opponent trainers, and Pokémon to develop effective strategies for beating the game. They will be able to search up what Pokémon a given trainer possesses and compare Pokémon power stats. Users will also have the ability to store new information they learn about from the game; this can be in the form of encounters with new Pokémon or with new characters from the game.

4. We've decided to use a PostgreSQL database hosted on an AWS Elastic Compute Cloud server. This way, we can have access to the database concurrently and work in parallel. For the rest of our tech stack, we've decided to use JavaScript/TypeScript with Express.js in the backend and Next.js with React for the frontend. We went with this technology as we have some experience with the tools, and because of its popularity in the industry for many modern web applications.

