

CPSC 304 Project Cover Page

Milestone #: 1

Date: Feb 10, 2025

Group Number: 114

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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

1. Cover page (previous page)

2. A brief project description in answering these questions:

a. What is the domain of the application? Describe it.

Gaming - we are trying to model the data from a generic RPG (Role-Playing Game) video game. The domain of this database is video games, with the particular purpose to efficiently load and save data about players and their game state.

b. What aspects of the domain are modeled by the database?

In this video game database, the aspects modelled include the player character, inventory items, mission and quest records, as well as social networks within the game. It can be applied to various existing RPGs, and modified to account for the details of a specific game.

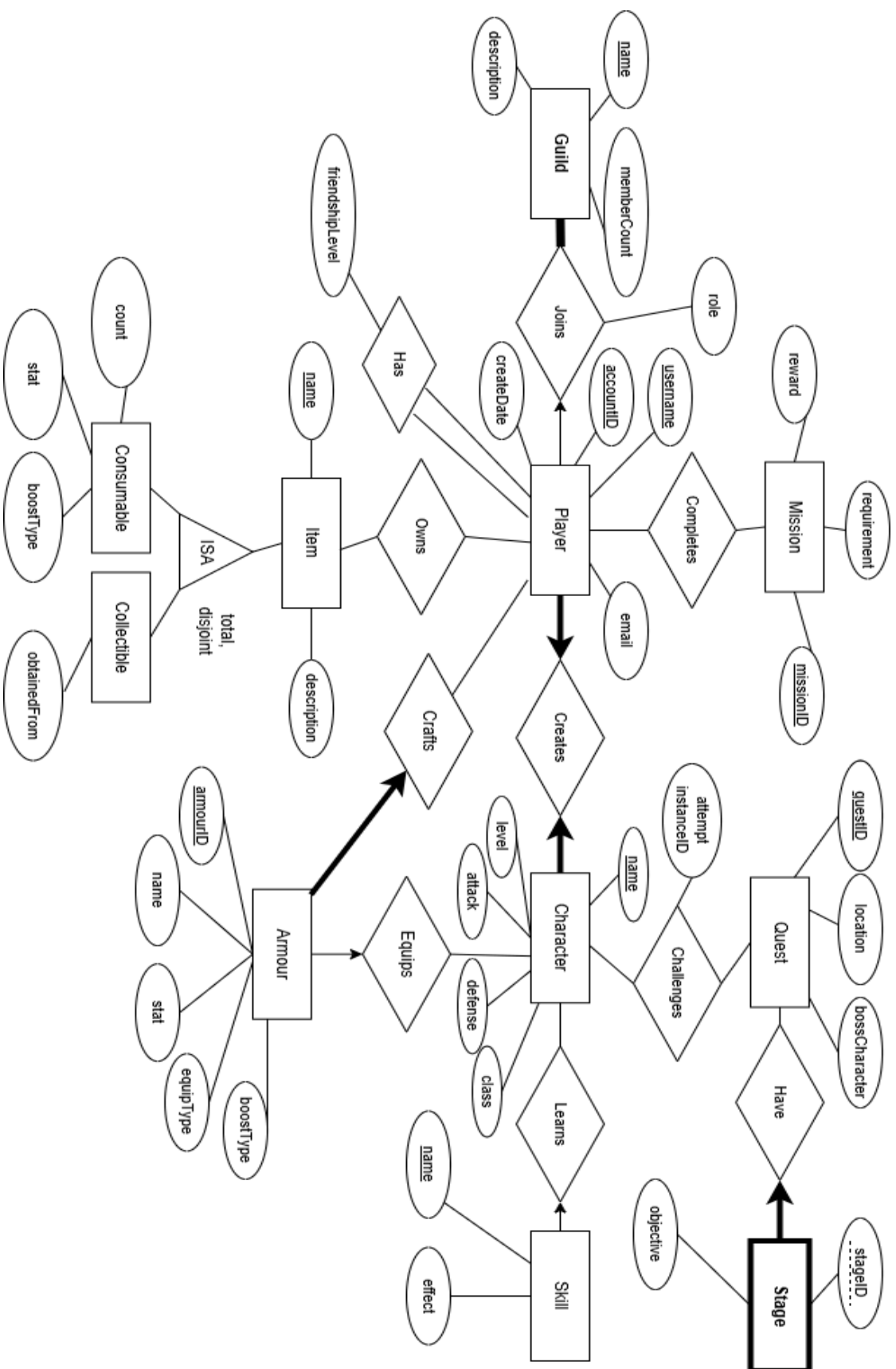
3. Database specifications: (3-5 sentences)

a. What functionality will the database provide? I.e., what kinds of things will people using the database be able to do.

Users will be able to retrieve player and character details, manage inventory, track mission and quest completion, and explore social features.

For example, the database can access a player's account information (e.g., username, email, account creation date), the items within their inventory, and their mission completion progress. One can view a character's level and stats, the armour they have equipped, or the skills they have learned. Furthermore, users can query the quests that a player's character has attempted and view the specific objectives of the stages contained within a quest. The database also contains information about players' social network, such as the in-game friendships they have with other players and their participation in a guild, an in-game community of players.

4./5. (ER Diagram on next page)



6. Other comments.

N/A

7. An explicit acknowledgment about your use of AI tools in this assignment. Specifically, we are looking for a clear yes/no about whether you have used one or more AI tools. If yes, we want to know which tool(s) you have used and what prompt(s) you have given the tool.

No AI tools were used.