

CPSC 304 Project Cover Page

Milestone #: 1

Date: July 11th, 2024

Group Number: 69

Name	Student Number	CS Alias (Userid)	Preferred E-mail Address
Harold Yan	98683345	u0s9y	haroyn754@gmail.com
Marshall Xie	26692871	v8h5v	marshallxie16@gmail.com
Marcus Kam	70855218	i1h9h	marcuskam20@gmail.com

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

Project Description:

- a. The domain of the application is tabletop role-playing games (RPGs), specifically focusing on managing Dungeons and Dragons (D&D) campaigns. Each game contains custom characters that partake in encounters guided by the dungeon master. Our application hopes to record the events and information of these games.
- b. Our project aims to model several key aspects of a Dungeons & Dragons (D&D) campaign through our database. The primary focus is on capturing and recording the dynamic changes and events that occur within a campaign. The aspects of the domain that our database models include:
 1. **Campaigns:** Overarching structures that encompass all the events, characters, and items within a game.
 2. **Players:** Characters controlled by the participants of the game, including their attributes, inventory, and progression.
 3. **NPCs (Non-Player Characters):** Characters within the game controlled by the Dungeon Master, that the players interact with.
 4. **Locations:** Various places within the game world where events occur and characters interact.
 5. **Items:** Objects that players and NPCs can attain and use including their characteristics and effects.
 6. **EventLog:** A log that records significant events and changes within the campaign, providing a historical record.
 7. **Quests:** Missions or objectives that players partake in, including their progress and outcomes.

Our project specifically addresses the dynamic changes of information and events within a campaign, and the process of recording them. For example, when a group of players 'encounters' and defeats a Monster, we can record this event in the EventLog. As a result of the encounter, players might receive a new item as a reward. This will be shown in the database through a 'Has' relationship with the Player, and the characteristics of the item will be stored as well.

3. Database Specifications:

Our project aims to model several key aspects of a Dungeons & Dragons (D&D) campaign through our database, focusing on capturing and recording the dynamic changes and events that occur within a campaign. The database models various components such as campaigns, players, NPCs, locations, items, event logs, and quests. For instance, when players encounter and defeat a monster, the event is recorded in the EventLog, documenting the battle details and outcomes. As a result of this encounter, if players receive new items, these items are added to their inventory with all relevant characteristics stored. This functionality allows Dungeon Masters and players to maintain a detailed and interactive historical record

of their campaign's progression, enhancing the overall gaming experience by providing comprehensive tracking and management of game elements.

4. Description of the application platform: (2-3 sentences)

- The database our project will use is MySQL, as our data will be very structured, and MySQL seems to be a common option used by companies.
- Regarding the Tech Stack, we will use Node.js with Express.js for the backend, React for the frontend, and Tailwind CSS for styling.

5. ERD Diagram

