University of British Columbia, Vancouver
Department of Computer Science

CPSC 304 Project Cover Page

Milestone #: ___3_____

Date: ___2023/3/9___

Group Number: ____37_____

Name	Student Number	CS Alias (Userid)	Preferred E-mail Address
Luna Wang	97806434	q2s1u	lunawang1004@gmail.com
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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

University of British Columbia, Vancouver
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Project Summary
This project is focused on Steam, a popular online game distribution platform launched in 2003.
The database includes user-habit-related entities like "Community" "Sale Event" and "Review".
We are hoping that our database can be used for marketers to perform customer behavior
analysis and assist the company's future marketing plans.

Project Timelines

Task	Deadline	Responsible Team Members
Get familiar with vision control. Make sure everyone is feeling comfortable working with the git repositories provided and is able to make a commit	March 16th (before the check-in meeting with TA)	Luna, Ray, and Yulu
Strat to learn PHP and understand how the GUI be implemented	Ideally start as soon as possible and continue learning through the whole project	Luna, Ray, and Yulu
The overall webpage layout for our project (e.g. where to put our table and buttons? Do we want to have multi-page navigation?)	March 16th	Luna, Ray, and Yulu
Prepare SQL initialization Script (create all the tables and data in the database)	March 19th	Luna, Ray, and Yulu
Study how to create buttons (Basic including how to place the button? how to trigger the button? and how to add animation like hover effect to the button?)	March 19th	Luna, Ray, and Yulu
Implement the button to perform INSERT operation	March 27th	Luna
Implement the button to perform DELETE operation	March 27th	Ray

University of British Columbia, Vancouver
Department of Computer Science

Implement the button to perform SELECTION operation	March 27th	Yulu
Implement the button to perform PROJECTION operation	March 27th	Luna
Implement the button to perform JOIN operation (also figure out where to ask the user to input WHERE)	March 27th	Ray
Implement the Aggregation with GROUP BY function (maybe in the form of the button and perform "min")	March 27th	Yulu
Implement the Aggregation with HAVING function (maybe in the form of the button)	March 27th	Luna
Implement the Nested Aggregation with GROUP BY	March 27th	Ray
Implement the button to perform DIVISION operation	March 27th	Yulu
Testing all functions above and thinking of as many edge cases as we can	March 29th	Luna, Ray, Yulu
Sanitization and Error Handling (Figure out where and how to pop the error message while maintaining the consistent throughout the application)	April 2nd	Ray
Make sure user is able to receive the notification of whether they are successful or not after clicking the	April 2nd	Yulu

button to execute the queries		
User Experience Improvement: add more graphic component to make the database visually attracted; make sure it is easy to use for a wide range of user, including the person without any computer science knowledge	Apirl 4th	Luna, Ray, and Yulu
Final check: double check all functions implemented and rehearsal for the demo	Apirl 4th	Luna, Ray, and Yulu

Challenges

- Although all of our group members have some experiences using HTML and CSS, this will be our first time working with PHP and it may take us some time to get familiar with the developing environment.
- For most of our group members, this will be our first time working on a project that consists of both the back-end and front-end (web).
- It may be hard for our group members as all computer science major students, to think in the shoes of people that comes from non-stem background to improve user experiences.