

# CPSC 304 Project Cover Page

Milestone #: 1

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Group Number: 85

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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

## Project Description

The domain of our application is the video game industry, particularly the research field. Knowledge about how successful games are created is important for video game companies to stay up to date with what players are looking for. Specifically, information regarding the conventional structure of certain categories of games is useful when stakeholders are trying to expand their game selection.

Our database models the general structure of a role playing game, or RPG for short. This project addresses stakeholders within the video game industry as well as consumers, so long as there is an interest in exploring the structure of RPGs, whether it be for development or entertainment purposes. The design team within a video game company could use this database to acquire an idea as to the scope of making a RPG, such as the minimum types of entities needed to create a functional RPG or how much money and labour might go into creating one. A player or potential player could use this database to observe the basic relationships between entities of an RPG that they may be interested in, and either give them a better idea of whether they want to start playing or what they want to accomplish when playing.

## Database Specification

Users of this database will be able to see generic entities of an RPG and how they interact with other entities, such as which monsters exist in which location, or which quests are given by which NPCs. Users will also be able to figure out how to reach or obtain something they want, such as a specific piece of equipment or dungeon. Given that this is a generic structure of an RPG, game designers can even use the database to determine where to further expand upon, such as adding more types of monsters or integrating new entities. Ultimately, this database allows users to optimize their player experience or design of an RPG.

## Application Platform

We plan to use the department provided Oracle as the database for our project. As for our technology stack, we plan to learn and use PHP alongside Oracle, and we'll figure out if we need more platforms as we work on the project.

# ER Diagram

