University of British Columbia, Vancouver
Department of Computer Science

CPSC 304 Project Cover Page

Milestone #: 3

Date: November 2, 2023

Group Number: 85

Name	Student Number	CS Alias (Userid)	Preferred E-mail Address
Andy Li	65134645	o4k0h	andyzli333@gmail.com
Yilian Zhao	38891495	f7g3p	yilianz368@gmail.com
Akshat Singla	33275280	k6w2b	akshat250901@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 Summary

Our database models the general structure of a role playing game, or RPG for short, which is targeted for anyone interested in exploring how RPGs work at a basic level. Users of this database can see the important entities that make up any RPG as well as how they interact with each other. Users can also figure out how to reach or obtain something they want, such as a specific piece of equipment or dungeon.

Timeline and Task Breakdown/Assignment

Deadlines:

Milestone 3 - Oct 31 9AM (meeting with TA on Nov 2 1PM)

Milestone 4 - Dec 1 10PM

Milestone 5 - Dec 4-7 (specific day and time TBA)

Task	Due	Primary Assignees	Helpers
GUI Design	Nov 4	Yilian	Andy, Akshat
GUI HTML	Nov 6	Andy	
GUI CSS	Nov 10	Akshat	
Fix relations from M2	Nov 15	Andy	
Learn PHP (before + over MT break)	Nov 15	Everyone	
GUI PHP and database	Nov 23	Everyone	
Testing/Debugging	Nov 28	Everyone	
M4 PDF: Descriptions	Nov 30	Andy	Yilian, Akshat
M4 PDF: SQL queries in code	Nov 30	Akshat	Andy, Yilian
M4 PDF: GUI screenshots	Nov 30	Yilian	
Submit M4	Dec 1	Andy	
M5: Prepare .sql	Dec 3	Akshat	

M5: Check non-working deliverables	Dec 3	Yilian	
M5: Study code for Q&A	Dec 4	Everyone	
M5: Demo ready	Dec 4	Everyone	

Tasks details:
- ➢ GUI Design: Framework/layout
  - ○ Query database
    - ■ Format, limitations, translating to user side functionality
    - ■ Refer to M1 specs as necessary
  - ○ Insert into database? Should we allow it
  - ○ Delete from database? Should we allow it
  - ○ Design GUI for HTML and CSS to follow
    - ■ Simple but sufficient
- ➢ GUI HTML - create all necessary components
  - ○ Ensure all functional components have ids/classes so they're easily accessible by CSS and backend
- ➢ GUI CSS - follow GUI design to best of ability
  - ○ if cannot replicate certain parts, discuss/find an alternate but still simple solution
- ➢ Fix M2 relations - based on TA feedback from M2
- ➢ Learn PHP, know enough to program with it by end of reading break
  - ○ Know how to communicate with GUI
  - ○ Know how to communicate with database
  - ○ Know how to integrate MySQL statements
- ➢ GUI PHP and database - Make PHP file to connect GUI to database
  - ○ Meet up at least twice per week to work together on file
  - ○ Also configure database so it can work with frontend
- ➢ Testing/debugging
  - ○ Up to 5 days to catch and fix unexpected issues and bugs
- ➢ M4 PDF
  - ○ Everyone work on separate parts of the file, finish a day before due date to allocate time for unexpected events