

CPSC 304 Project Cover Page

Milestone #: 0

Date: September 24, 2021

Group Number: 62

Name	Student Number	CS Alias (Userid)	Preferred E-mail Address
Adam Chesshire	21145636	f4z2b	adam_chesshire@hotmail.com
Abigail Moraes	51407138	l8k1b	amoraes@student.ubc.ca
Allen Jiang	90858895	o2z2b	allenjiang01@outlook.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

The domain that this project will model is an esports organization. Esports involves competitive video game tournaments. The esports organization plans live and online tournaments, collects revenue from tickets sold, ad revenue and entrance fees. The organization may consist of one or more employees that are paid by the organization. Esports organizations pay broadcast companies for the rights to stream or broadcast tournaments on their platforms. In addition, the organization books venues for live gaming tournaments. Teams sign up for tournaments and consist of one or more players. The project will focus on employees, individual players, teams, sponsors, spectators, and games. There will be four different classes of database users: the organization employees, spectators/sponsors, managers, and players.

Database Specification

All users will be able to view information about upcoming tournaments. Sponsors and Spectators may view information about the venue (address, arena name), tournament winners from previous tournaments, sponsors, date, ticket prices, grand prize, game genre(s), information about the players participating (names, age, nationality), and whether the tournament will be broadcasted. Spectators could purchase tickets to live tournaments and find links or be informed of broadcast networks where the tournament may be streamed/broadcasted live.

Players may access all the aforementioned information about tournaments and in addition the entry fees for upcoming tournaments, the winnings they earned and their ranking in previous tournaments in order to make informed decisions on which tournaments to sign up for. In teams with multiple players, each team member would be aware of information pertaining to other team members including name, date of birth, nationality, and phone numbers. Each player would also have access to their own individual private contract with the team. Each team has one manager who would have access to every team member's contract in order to be able to hire new players when necessary or terminate existing contracts.

Every organization employee will have access to all of the data mentioned above in addition to their individual salary from the organization, the viewership and costs associated with each stream or broadcast, the booking fee for the venue and the revenue from fees contributed by sponsors, tickets sold in order to determine the overall revenue and cost of each tournament. Employees will also have information to help with security and event-planning including information about the spectators attending each tournament (name, ticket number), contact information, names, colors etc. associated with each team participating, each player in those teams and each team's manager. The only information that the employees would not have access to are the details of contracts between a team manager and individual players in a team.

An esports organization may organize one or more tournaments. Every tournament would have a name, ticket price and grand prize. Each tournament is organized by one esports organization, would be optionally broadcasted/streamed by one or more cable networks or streaming services, respectively and is hosted by one specific venue at a specific date and time. Multiple sponsors may contribute to a tournament. Several spectators may attend a tournament in person. One or more games may be played at each tournament.

Application Platform

This project will be made using PHP with no addition special software or hardware.

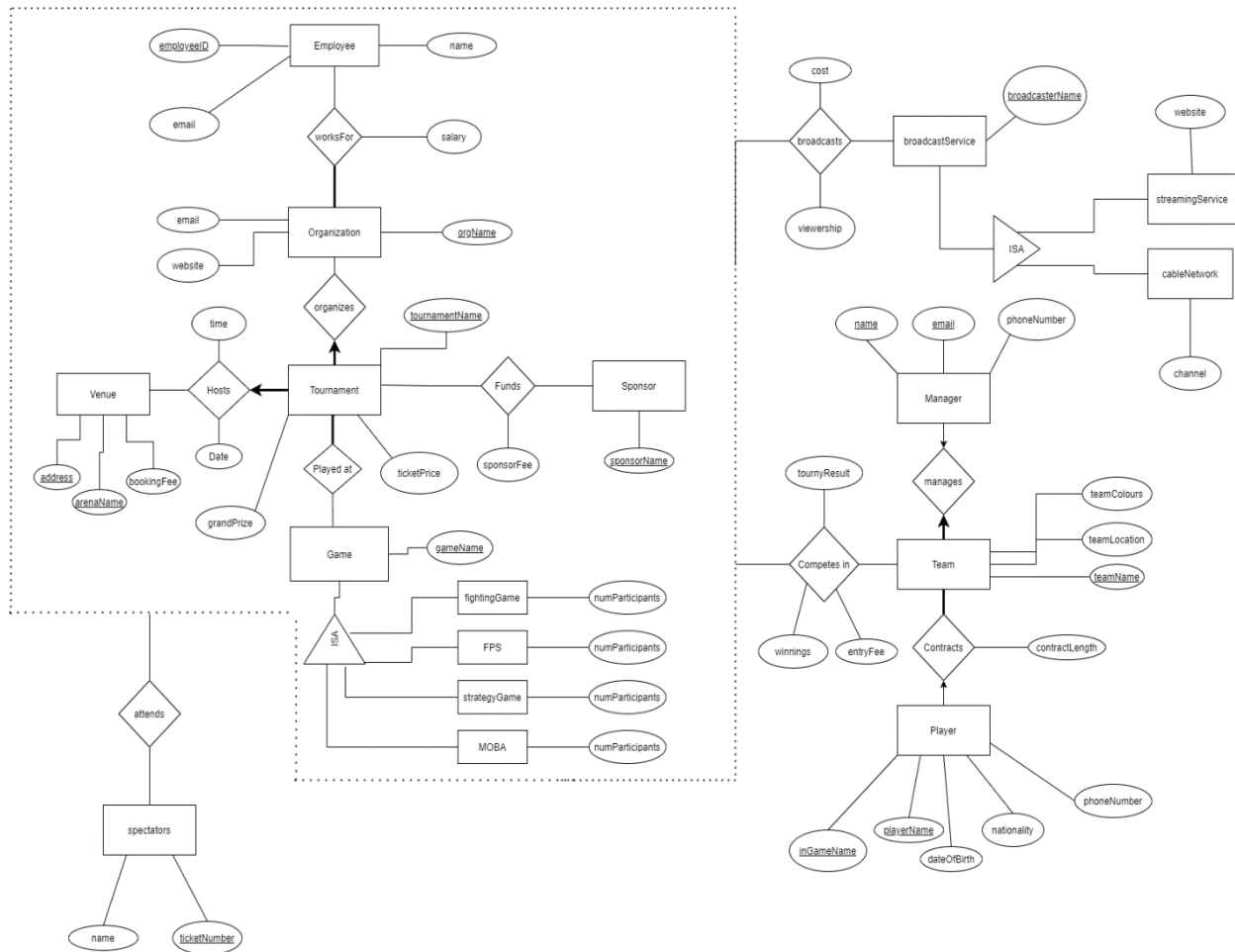


Fig 1. Esports organization ER Diagram. An entity relationship diagram that summarizes the proposed conceptual design for the esports database.