Summary

Our application is meant to be a Pokemon game management lookup system. The functionality that the database will provide is the ability to quickly check the relationships between different Pokemon, Items, Locations and Trainers. More specifically, the database will provide the user with the ability to check which Pokemon species evolves into which other species, which species and items can be found at each location, which moves can be learned by which Pokemon species, and which Pokemon each trainer has.

Timeline

1 - 28th July

- Finish Cover Page: **Anthony**
- Finish all entity/one-to-many relationship tables for the SQL code: **Dikpaal, Anthony**

2 - 31st July

- Work on queries (make sure that your queries have some non-trivial answers): **Dikpaal**
- Finish the remaining SQL code: **Anthony**
- Ensure SQL script is runneable: **Graydon**
- Start working on the front-end: **Dikpaal**

3 - 2nd August

- Finish the front-end code: **Dikpaal, Graydon, Anthony**

4 - 3rd August

- Polish everything (front-end, SQL queries, and integration): **Dikpaal**
- Screenshots demonstrating the functionality of each query type using the GUI
- Take before/during/after progression of events screenshots: **Dikpaal**
- Label each set of screenshots with the name of the query it is meant to address: **Anthony**
- A copy of the schema and screenshots that show what data is present in each relation after the SQL script from item #2 is run: **Graydon**
- Create list of SQL queries used and where it can be found in the code: **Anthony**

5 - 5th August

- Combine all PDF sections into single document: **Dikpaal**
- Edit README.txt file for any additional notes: **Graydon**

- Finish final project description: **Anthony**

6 - 6th August

- Final review of all deliverables against rubric: **Graydon, Dikpaal**
- Submit complete milestone package: **Anthony**

Description of challenges/things left to do

- Integration and keeping track of many moving parts
    - Planning ahead and trying to make sure that everything is right the first time
- Inserting into all of the tables properly and keeping track of things may be tedious
- Rigorous testing may be needed to find small logical errors and ensure robustness, this means ensuring the queries we choose cover enough test cases
- Ensuring that the GUI enables the user to query everything
    - Extensively planning the layout of the GUI before actually creating it