

CPSC 304 Project Cover Page

Milestone #: 0

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Group Number: 43

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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

Overview

The domain of our application is an Esports league for League of Legends, a competitive team-based video game. The data stored will primarily be focused on the overall league matches as opposed to specific player statistics. This will include facets of the league such as teams, rosters, players, games, arenas, viewers, casters, and achievements. Data for teams will include their owner, staff, and players as well as identifying information such as their roles and aliases. Match information will also be stored in this database, and will include aspects such as the competing teams, arenas, viewers, casters, and context including season, year, and location. The application will also track team achievements, storing both temporal and contextual information.

Specifications

The objective of this application will be to provide an integrated system for league fans to track their favorite teams, and for employees to track league performance as well. There will be three different anticipated classes for the users of the system: viewers, league employees, and league analysts. Viewers will be able to track their favorite teams and players' matches, as well as book seats for games that they want to attend in person, but will not be able to view other viewer's information or change any information in the database other than their own (name, etc). Next, league employees are in charge of maintaining the application, and will have access to all information in the database; they will be able to update match information such as wins/losses, match arenas, and assigned casters, as well as update team information such as roster updates or achievements. Finally, league analysts will only be able to view all the information in the database, as their purpose will be to analyze trends in league popularity, such as ticket sales and ticketholders per arena, or ticket sales when a specific team is playing.

Note: League employees will only be able to update team information with the consent of the team.

Platforms

Tentatively, this project will be done using the Oracle database system, using a Java and JDBC tech stack. We do not anticipate using any special software or hardware.

