University of British Columbia, Vancouver
Department of Computer Science

CPSC 304 Project Cover Page

Milestone #: M1

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Group Number: 81

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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

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Project Description

What is the domain of the project?

Our domain has a focus on statistics tracking. More specifically, statistics tracking for the game Pokemon Go. A well-known example for our type of statistics tracking can be found with sports. Every athlete has a multitude of different statistics that they accumulate over time playing matches. As an example, some statistics of an NBA player would be their career number of points, assists, rebounds, but also other aspects like which teams they have played for. With these statistics, people could query them to learn about their career or determine how good of a player they are. Statistics tracking also exists within the realm of video games, with various kinds of data within a game being tied to a player's account, and is what our project will focus on.

What aspects of the domain are modeled by the database

To be able to track statistics in Pokemon Go, our database will first have to model aspects of the game itself. There are two broad themes in our database, being player related aspects and in-game aspects. Players, Teams, Battles, Items, and Pokemons are all closely linked to a player's profile, whereas NPCs (Non-playable characters), Location, Gyms, and Pokestops only really exist within the game, and are not tied to any specific user. With these entities, we can begin to model interactions that occur between entities within the game and in the process of doing so, store different kinds of statistics. As a basic example, if a player wanted to know what Pokemon another player owns, they would be able to find that information by querying our database. Since the goal of the application is to be a match history/diary for players, we will not be modeling pokemon relationships outside of those directly related to the players (ex. evolutions).

Database Specifications

One of the main functionality of the databases is querying players, their Pokemon, and their battle history with other players. When querying players, users will be able to see attributes such as their name, level, visited locations, and in-game missions they have completed and in-game assets they have acquired. Another functionality of the dataset is querying locations and the Gyms, Pokestops, and Pokemon associated with them. For Gyms, users will also be able to see what Pokemon are stationed there and which player is that Pokemon's trainer.

Application Platform

For our project we are planning on using Oracle as our database management system and PHP as our backend (leaning towards Laravel or Symfony, but will go with what the course teaches).

We will likely just use PHP with vanilla HTML and CSS, but are open to exploring TypeScript/React.js as our frontend framework. For version control, we'll use Git/Github.

E/R Diagram

(See following page)

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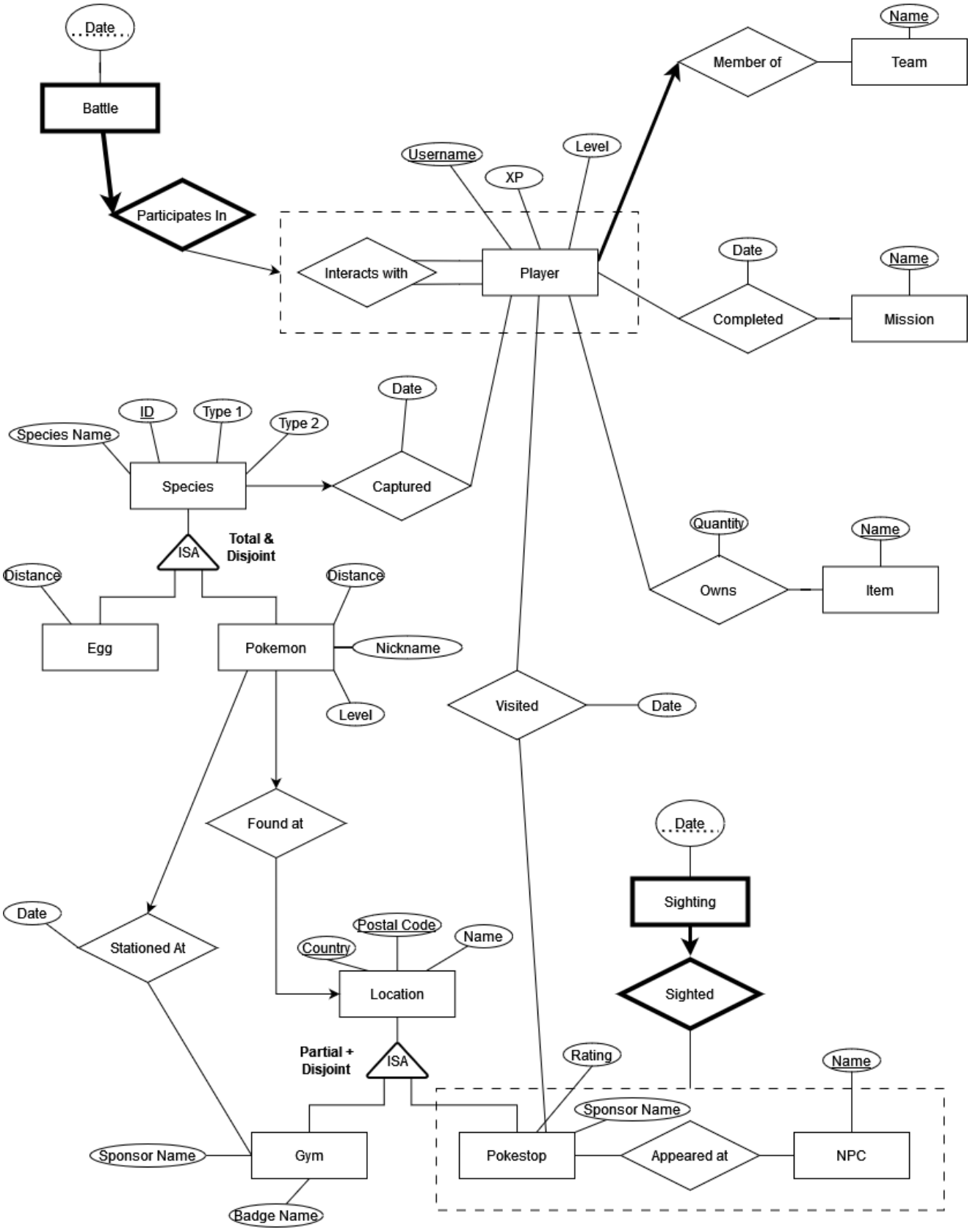

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