

CPSC 304 Project Cover Page

Milestone #: 3

Date: Nov 1, 2023

Group Number: 139

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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

Summary

A multiplayer competitive rock-paper-scissors website, tracking user data, match history, a ranked leaderboard, while supporting direct messages between players, as well as a simple store for in-game items.

Timeline

Deadline	Task (if group member is unspecified for a task, it means everyone is responsible for that)
Sunday Nov 5, 2023	<ol style="list-style-type: none">1. Fix schema2. Fix, test in oracledb, then commit and merge scripts to create all tables to create_tables.sql under milestone_4 in the repo3. Rough sketch of front-end layout, including descriptions of how each button or text box will interact with the database4. Get JS sample project from cs304 website and begin implementing back-end

Sunday Nov 12, 2023	<ol style="list-style-type: none">1. CreateAccount functionality (front-end + back-end) using React2. Using CreateAccount as template, complete design of back-end methods and functionalities involving the following entities:<ol style="list-style-type: none">a. Player (TS)b. ComputerPlayer (TS)c. Match (TS)d. Tournament (BW)e. Leaderboard (WH)f. Border (TS)g. Messages_DirectMessage (WH)h. PlaysIn (TS)i. ConsistsOf (WH)j. Wins (BW)k. RankedOn (WH)l. HasInInventory (TS)m. Contains (BW)n. Places_ItemTransaction (BW)o. PlayerIcon (TS)3. Test methods to ensure robustness (works as intended)
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Sunday Nov 19, 2023	<ol style="list-style-type: none">1. We want createAccount functionality to work 100% as intended2. Begin design of front-end based on sketch done in week 1 using React3. Specifically, complete front-end involving Player, Match<ol style="list-style-type: none">a. have game playable (against ComputerPlayer; multiplayer networking to be resolved later)b. Group member who worked on the back-end will do front-end as well
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Sunday Nov 26, 2023	<ol style="list-style-type: none">1. Finish front-end involving entities such as Transaction, Leaderboard, Direct Messages<ol style="list-style-type: none">a. Group member who worked on the back-end will do front-end as well2. Test application (ensure it works as intended)3. Prepare for demo/QA sessions4. Begin writeup for milestone_4.pdf, including screenshots of each functionality, etc<ol style="list-style-type: none">a. Group member who worked on the front-end of that functionality will create the screenshots.
Friday Dec 1, 2023 (10:00PM)	Project due!

Repository

https://github.students.cs.ubc.ca/CPSC304-2023W-T1/project_c1g2b_q4w8_v4l2b