University of British Columbia, Department of Computer Science

CPSC 304

Cover Page for Project Part 1

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Project Group Number on Canvas: 96

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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.)

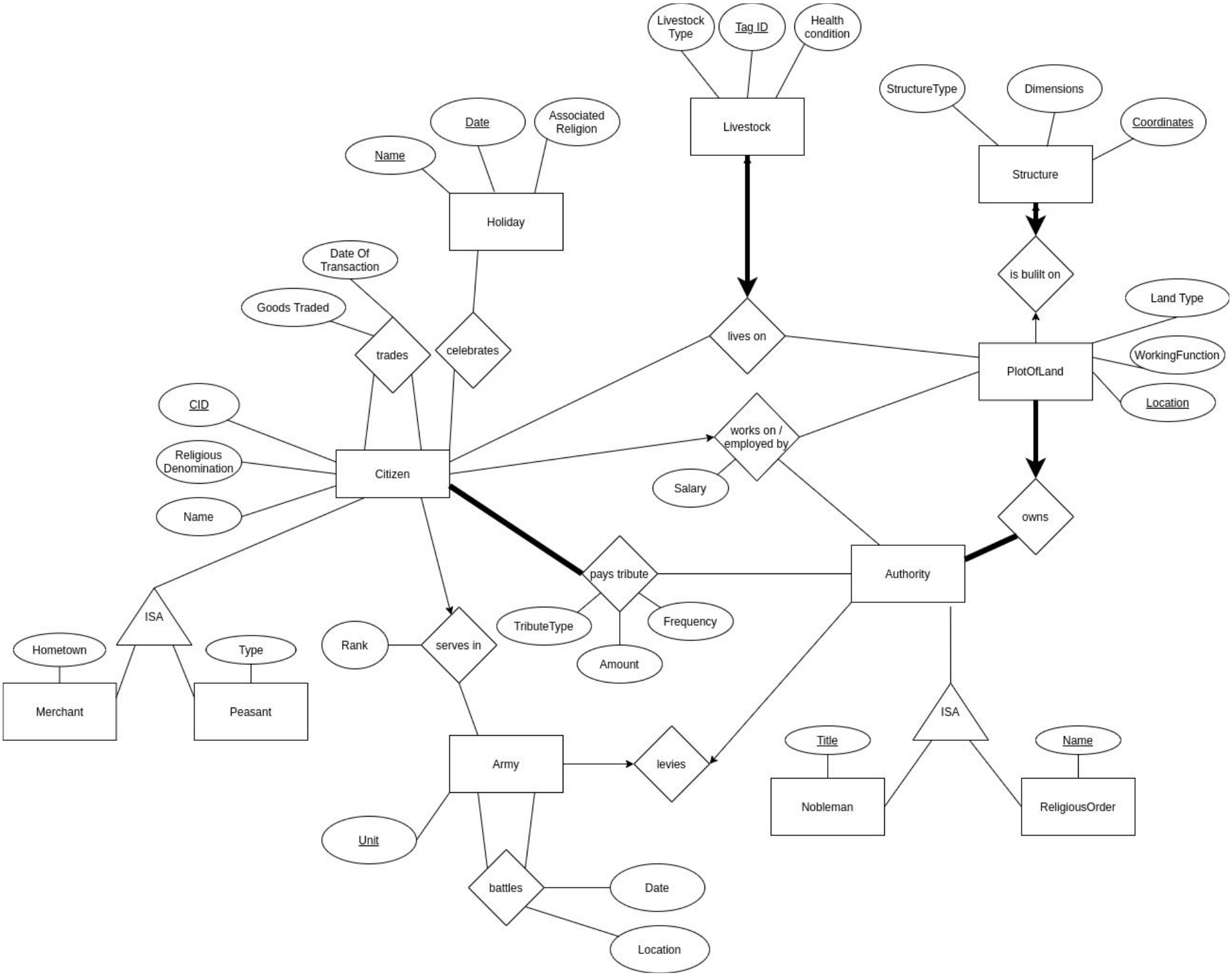
In addition, we indicate that we are fully aware of the rules and consequences of plagiarism, as set forth by the Department of Computer Science and the University of British Columbia

The domain of our model is kingdom economics. We will be focusing on goods consumption and production.

We will be focusing primarily on the information relevant to the king and his economic advisors, such as plots of land, citizens, armies, livestock, and trade. Plots of land will be designated for specific uses like farming, mining, hunting ground, etc. and economic, military, or other structures are to be built on designated plots of land. Livestock are also to be assigned specific areas of land on which to live. Citizens are each assigned a unique identification number, and may earn a wage through farming, construction, and the armed forces. Citizens may also take part in trades with each other, with each transaction between citizens being stored in the database. Holidays and military service may have a significant effect on the economy and are to be monitored. Noblemen and religious orders are paid tributes from citizens. Religious offerings and taxes are examples of a tribute.

The primary class of users will be the king himself and his economic advisors. They will be able to quantitatively measure the different areas of the economy, as well as introduce additional instances of these economic entities. Economic managers need to know the economic output of the land, people, and livestock within their domains and they need to be able to track fluctuations in productivity due to times of war or holidays, during which workers don't work and livestock won't be cared for. This database will help to better organize this information so that the database application may be used to identify key strengths and weaknesses within the economic structure of the kingdom.

The tech stack will primarily be Java and MySQL. We do not anticipate the use of any other programming languages or auxiliary software.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