

CPSC 304 Project Cover Page

Milestone #: 1

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Group Number: 18

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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

Project Description:

The domain of our application is a personal hobby, more specifically skating. Our database models this domain by using entities including: Skaters, Boards, Organizations, Events/Competitions, Brands, Skate Locations, and Board shops.

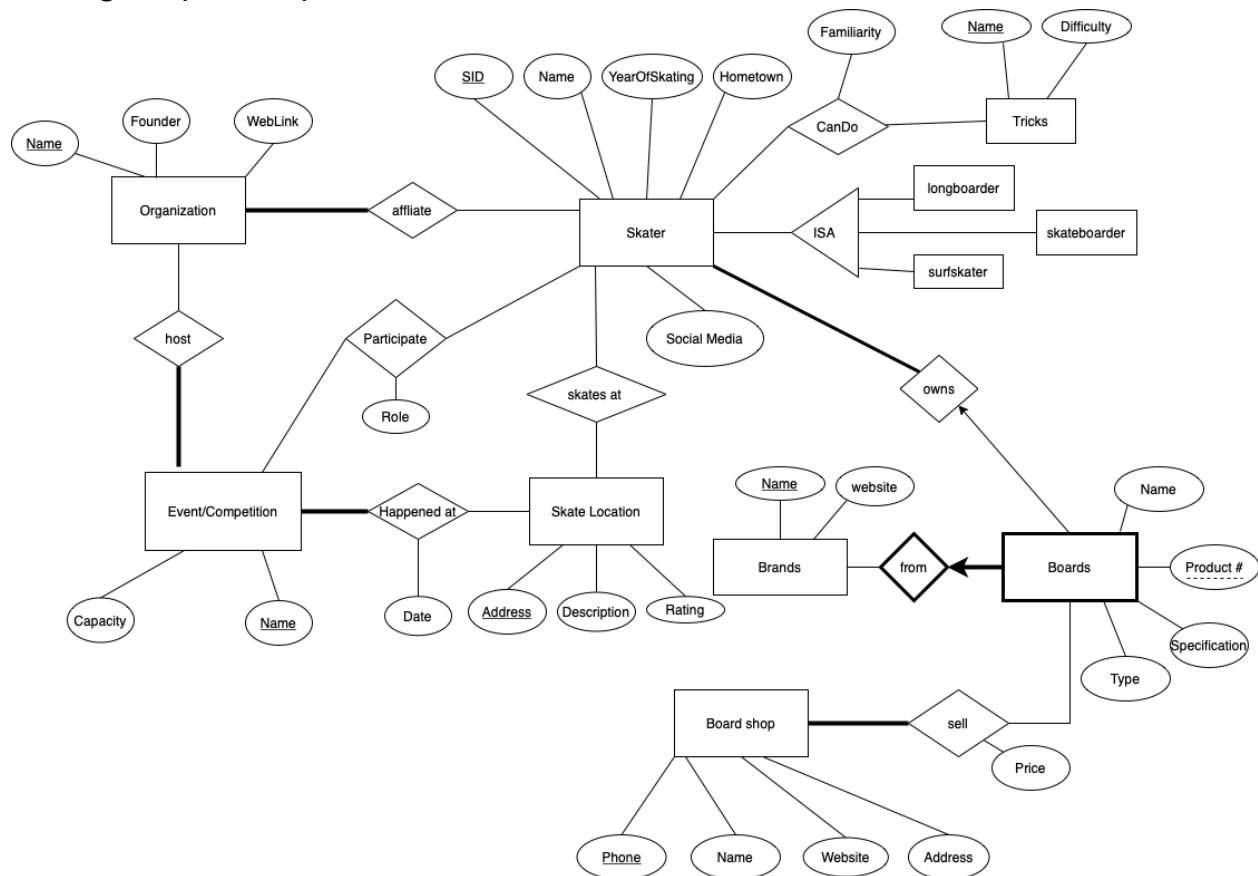
This application aims to provide a platform for skaters to find information related to skating. It will provide the following benefits for skaters: looking for nearby skating locations, looking for other skaters who skate in the same area, looking for board shops that sell certain boards, looking for related skate events/competitions nearby, joining organizations, participating in events/competitions, and looking for skaters who are familiar with certain tricks for tips.

A skater can affiliate with an organization, participate in an event/competition, skate at various skate locations, do different tricks with different levels of familiarity rating, and own a number of boards under certain brands. An organization can host events/competitions at some skate location on a certain date. A boardshop can sell different boards under different brands. A skater can be a longboarder, skateboarder or surfskater (partial and overlapping).

Description of the application platform:

This project will be done using the CPSC department's Oracle database system, using Java and JDBC. We currently do not anticipate using any additional technologies.

ER diagram (inserted)



Link to draw.io file for a more clear picture:

https://drive.google.com/file/d/15xTMe55y_z03xMYPiTczrj71-JMB30HJ/view?usp=sharing

Additional Comments

- Participation constraint explanations:
 - Every organization has at least one skater affiliated with it.
 - Events/competitions must be hosted by one or more organizations. An organization does not necessarily need to host events/competitions to be an organization.
 - An event/competition has to be located in one or more skate locations. An event/competition under the same name can happen in multiple locations on different dates.
 - For our application, both events that have happened and events that are announced to happen in the future will be recorded. Therefore, there is a partial participation between event/competition and skater as there might not have been skaters registered for an event that was just announced.
 - A skater must own at least one board to be in our platform.
 - A board must be under a brand and a brand can have multiple boards. Therefore, board is a weak entity that requires the brand name and product id to be uniquely identified.

- A board shop must have at least one board to sell.
- Relationship Attributes:
 - A skater can participate in an event as a spectator, competitor, judge, or MC/DJ.
 - A skater can do a trick with a familiarity rating from 1-10.
 - A board shop sells a board with a certain price, and different shops can have different prices for the same board.
- SID = skater ID