

# CPSC 304 Project Cover Page

Milestone #: 3

Date:

Group Number: 25

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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 Summary**

The domain of this project is player data management for an RPG game. In creating it we're trying to figure out the best way to organize the various bits of data relating to a character as well as the NPC's, items, and other elements it interacts with in our RPG game.

## **Timeline**

### Implementation

1. Meeting 1 [March 15]: split up SQL scripts, discuss any initial design problems (etc.)
2. SQL scripts – [March 17] (Everyone)
  - a. DDL and INSERT statements to create all tables and data in the DB
  - b. 10 Queries: split 3, 3, 4 - each member will take a group and implement
  - c. Table Creation: we will split tables into 3 groups - each member will implement one of these groups
  - d. NOTE: if anyone gets stuck, we will work through it together during our next meeting
3. Graphical user interface - [March 22] (Everyone)
  - a. via Java Swing
4. Demo screenshots [March 24] (Ben)
5. Cover Page [March 24] (Aaron)
6. Project description, schema description and differences [March 24] (Edric)
7. README (optional) [March 24] (Ben)
8. Meeting X [March 31] presentation prep (who will do what, etc.)
9. Presentation Rehearsal [April 3]