University of British Columbia, Vancouver
Department of Computer Science

CPSC 304 Project Cover Page

Milestone #: 1

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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

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Project Description

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 and the NPCs it interacts with in our RPG game.

Database Specifications

Users of this database will be able to query for detailed information relating to players on an online game server. This information includes attributes specific to the player such as name and ID of the server currently hosting them, as well as relationships and interactions with other aspects of the game including other players, shops and guilds, achievements, and non-player characters. Limited information about the server itself will also be available to the user. Additionally, users will be able to understand to an extent how non-player game entities interact with each other.

Description of Application Platform

For our database we will be using Oracle. For our programming language we will be using Java.

ER Diagram