

CPSC 304 Project Cover Page

Milestone #: 3

Date: Mar 12, 2024

Group Number: 73

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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:

The domain of our application is Pokemon gaming and the tracking of game statistics. With the ability to customize their own Pokemon games, users will be able to tailor their game experiences according to their preferences. Furthermore, in regards to the tracking of game statistics domain, users are able to track individual player progression data, including Pokemons they've captured, quests they completed, etc.

Timeline and task breakdown/assignment:

Database:

1. Setup the necessary tables for the DB and start adding the necessary inserts for each of the tables (ex. All the basic pokemons, and all the different types of games and cities there are)
 - a. **Deadline: 03/15**
 - b. Assigned to: Frank

Backend:

1. Begin setup of the backend and connect to the database
 - a. **Deadline: 03/22**
 - b. Assigned to: Philip, Frank
2. Create classes for the tables and each of the necessary queries needed to handle the data retrieval
 - a. **Deadline: 03/29**
 - b. Assigned to: Philip, Frank

Frontend:

1. Figure out what the layout of the website will look like (main page and the page where the user is able to interact with the DB)
 - a. **Deadline: 03/13**
 - b. Assigned to: Frank, Ethan, Philip
2. Complete front-end design (pages, buttons, layout, etc...)
 - a. **Deadline: 03/15**
 - b. Assigned to: Frank, Ethan, Philip
3. Finalize and implement design HTML and CSS
 - a. **Deadline: 03/22**
 - b. Assigned to: Ethan
4. Implement input functionality (connect buttons, text, etc... to the backend)
 - a. **Deadline: 03/29**
 - b. Assigned to: Ethan

Testing:

1. Complete unit testing and ensure the entire program works as intended

- a. **Deadline: 04/05**
- b. Assigned to: Frank, Ethan, Philip