University of British Columbia, Vancouver
Department of Computer Science

CPSC 304 Project Cover Page

Milestone #: 1

Date: Feb 9, 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

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Project Description:

The domain of our application is Pokemon gaming and the tracking of game statistics. Our application includes data related to Pokemon, items, characters, quests, regions, gyms, and various other elements that can be found in official Pokemon games. 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.

Database Specification:

The database will allow full customization of the game, items, pokemon, people, quests, regions, gyms, and enterable areas like buildings and caves. This will allow users to create an entirely new Pokemon game combining all of their favorite features from each of the officially released games. This is useful for fans to compare and explore possibilities that have not been seen in the official games. For example, if someone wanted to see how trainers and their pokemon from different games stacked up against each other, our application would make that possible. Essentially, it gives the user freedom over what sort of pokemon world they want bounded by some database constraints such as a gym having to have one gymmaster.

Application Platform:

Our project will use MySQL for its DBMS and React for its UI. Our code will consist of HTML, CSS, SQL, and JavaScript to tie everything together.

ER Diagram: