

University of British Columbia, Vancouver

Department of Computer Science

CPSC 304 Project Cover Page

Milestone #: 1

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Group Number: 8

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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 email 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 would be product information regarding video games, as well as personal user data, such as product review, completion status, and ownership. This is modelled by the use of having a user account, in which video games can be added. Information about the video game is also stored, such as the main developers, publisher, and any DLC (downloadable content) it has. A user may add a review to the video game as well. As such, this program would

be ideal for tracking what video games a person has played, wants to play, or is playing, all in one spot regardless of what platform that video game is on.

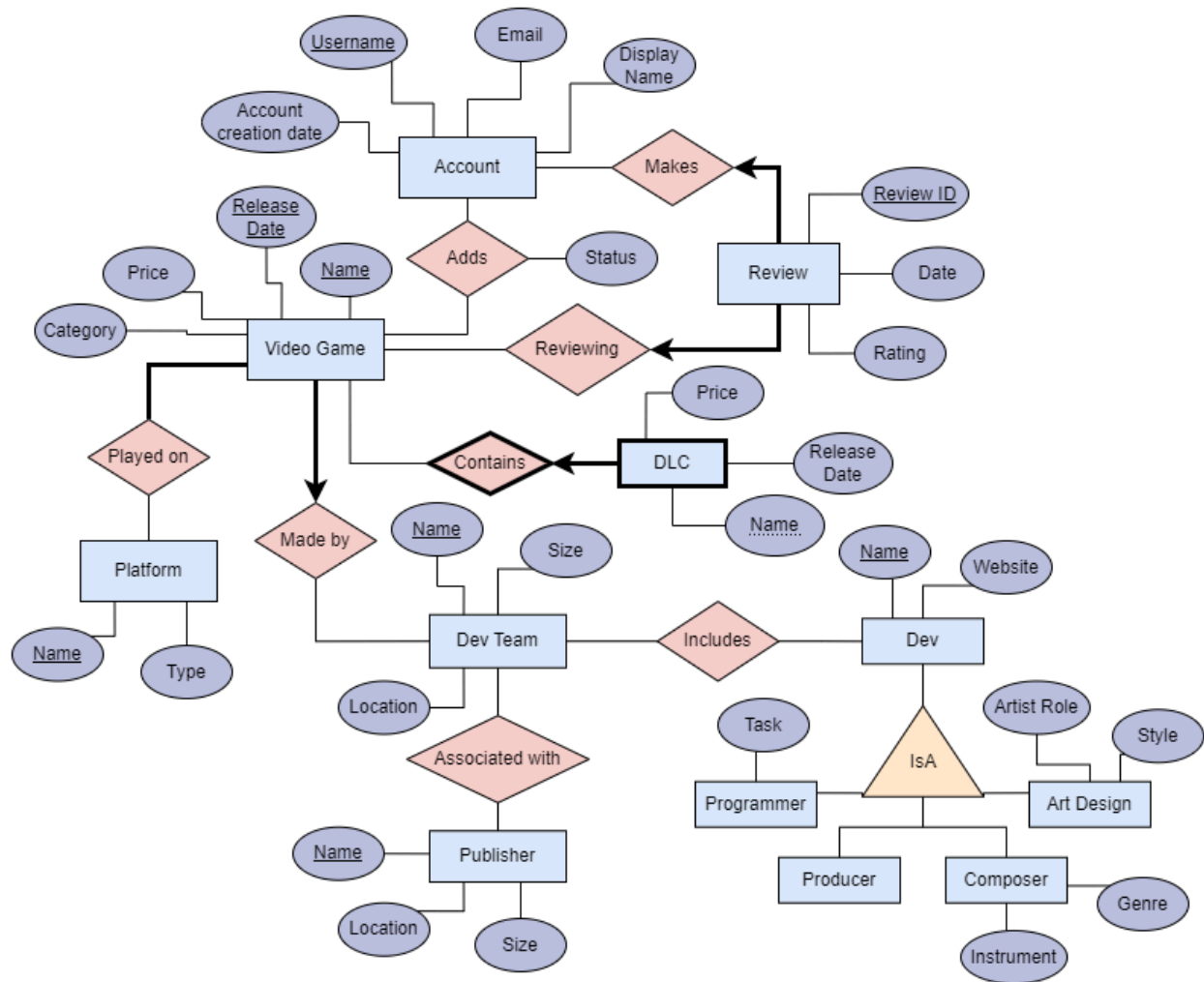
Database Specifications

People can search for the cheapest video game to buy, or look for new games within their desired genre. People can also review the game and rate it for others to make an informed decision to purchase the game or not. Furthermore, people can sort by highest rated, or most reviews when querying the database to find a suitable game. Analysts can attempt to identify trends in particular types of games, or what games on average tend to have the most players.

Application platform

Our database will use MySQL for querying. We will use PHP for the UI/webpage.

ER Diagram



Other Comments