University of British Columbia, Vancouver
Department of Computer Science

CPSC 304 Project Cover Page

Milestone #: ___1___

Date: ___2023-02-08___

Group Number: ___108___

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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

Domain:

a.
The domain of our program is Pokémon. Our database will represent the user accounts, and the Pokémon teams that they have created.

b.
Our project attempts to allow users to look-up information on all ~1000 Pokémon, and most game-relevant data points pertinent to them, namely, their names, stats, moves, items and abilities. These data points will be categorized based on data relevant to *them,* namely power, type, and effect. It will also be possible to categorize them into teams that users can then save and load in the future.

Database Specification:

a.
Users using the database will be able to look up all data mentioned above pertaining to all ~1000 Pokémon. They will be able to search for and sort these data points based on certain criteria; for example, Pokémon will have names, types, stats, and it will be possible to sort and group them based on any combination of these parameters, such as alphabetically, by power, by highest stat, or by type. Similarly, moves and abilities will also have effects and they will also be able to be sorted; by names, or effects. Also, users will also be able to build legal teams by account, according to legal combinations of Pokémon and their moves and types. They will be able to save these teams and then load them later.

If time allows, we will implement algorithms to analyze these saved teams for common weaknesses and then report major findings.

Description Of The Application Platform:

a.
We will be using PHP as the application platform for our project.

b.
For now, our technology stack will include PHP for our backend development and HTML/CSS for our frontend development.

Account — username, CreatedOn

stores (relationship)

Teams — teamID, tier

contains (relationship) — amount

Pokémon — type, baseStatTotal, name, level

knows (relationship) — levelLearnt

can hold (relationship) — needsToEvolve

has (relationship) — hidden?

Moves — type, basePower, name, Category

Item — name

has (relationship) — consumed

Abilities — name

ISA

Effect — effectID, status, healing, weather, statChange, priority