

Milestone 3

TITLE

Genre v Company v Platform v

GAME 1  

BACKEND:

- Finalize schema definitions from milestone 2
- Add more game examples - 50 in total as a starting goal
- CREATE, READ, UPDATE, DELETE functionality to interact with the database
 - through oracle APIs?
 - so our task is to create logic to make these API calls
- filtering based on attributes like people, genres, companies, platforms
 - dynamic SQL queries? create API calls to do this

FRONTEND:

- "Navbar"
 - Example: <https://www.accenture.com/ca-en/insights-index>
 - for filtering games by genres, companies, people,
 - checklist to select more than one, possibly (if feasible) and search option for tags
- Forms for adding, updating, deleting games
- display list of games
- buttons and forms to update and delete displayed games
- display information for individual games when clicking on the game, like publisher, studio, complete list of genres, list of known people.
 - link to another page containing game information
 - if time permits, expand the item to show game information
- IF TIME PERMITS: add pictures of games

TIMELINE:

- ☐ Populate database with more games and ensure schema declarations are correct - July 29
- ☐ Start with skeleton structure of the frontend - July 30
 - ☐ button for adding games
 - ☐ forms for creating games
 - ☐ place to display games - do we need a place to store queries on our end?
- ☐ develop basic read and create functionality in the backend to interact with oracle db - July 31
- ☐ create interactivity between our frontend and backend - July 31
 - ☐ Check if the backend + frontend work properly using skeleton frontend
- ☐ develop navbar and dropdown menus for selecting filtering tags - Aug 1

- ☐ develop backend oracle db API calls for submitting SQL queries for filtering
- Aug 2
- ☐ clean up GUI - Aug 4

1. Timeline and task breakdown/assignment: The breakdown should be at a level of detail

that demonstrates that the group has spent time meaningfully considering what there is

left to do. Note that we are not asking you to predict every single possible task that you

will need to do. We want to see that the group understands the scope of what is left to

do and is prepared to accomplish the remaining tasks in a reasonable manner.

Each task should be assigned to a particular group member. Unless otherwise stated, it

is assumed that all group members will work equally on the project. If this is not the

case, state the work percentage breakdown for each member. This will serve as a

written acknowledgement between all group members that there will be an uneven

distribution of work. The member who does not do their fair share of work will have a

penalty applied to their final project grade.

While each member is not expected to know about every single line of code in the

project, it is expected that all members can talk about the overall architecture of the

code.

2. Images that demonstrate what the front end of your project (i.e., what the user will

see/interact with) will look like. These images can be hand drawn or created using a

drawing application. The images should be saved in a file format that does not require

extra software to open (e.g., png, jpg, svg, pdf).

Your TA may ask you to explain the design during the meeting