University of British Columbia, Vancouver
Department of Computer Science

CPSC 304 Project Cover Page

Milestone #: 1

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Group Number: 51

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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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A Brief Project Description

Our project is going to be a database modeling the pokemon and other relevant components to the first generation of pokemon in the first season of the pokemon cartoon. We will base the relationships and entities stored in our database on the data at the end of the first season. For example if a trainer catches a pokemon in both the first and second season of the show our database will only show that trainer as having the pokemon caught in season one or if a trainer is only introduced to the show in the second season we will not include that trainer in our database. Some of the relevant components include the trainers, the pokemon, the pokemon stats, gyms, pokeballs, etc.

The Functionality of Our Database

The functionality of our database is to keep track of what is happening in the show. Our database will allow us to easily keep track of the numerous important events that happen throughout the show without having to rewatch any of the episodes but rather by simply querying our database. There are many different events in each pokemon show such as battles, pokemon being caught, encountering wild pokemon, etc. our database will allow us to easily keep track of all of these events as well as any stats that coincide with these events. The pokemon stats, attacks and evolutions may change so it is extremely hard to keep track of them all at once without a database, especially for multiple different pokemon.

Description of Application Platform

Our project will use the JDBC platform which will help us access our data from our relational database. We will use Oracle to manage our database instance and store our data.