University of British Columbia, Vancouver
Department of Computer Science

CPSC 304 Project Cover Page

Milestone #: 1

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Group Number: 30

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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.

OUR PROJECT: GameHaven

GameHaven: A wiki forum where users can document information, discuss, and chat about their favourite games! Our project focuses on the domain of video games. It stores information and tidbits about specific games and the people that contributed to them, uploaded by users. Users can also make posts linking to and discussing various games that are listed on the site.

DATABASE SPECIFICATION

The primary purpose of the database for this project is to categorize and store the information uploaded and posted by users, which can be referenced in community discussions. Users can make an account and upload information about specific games, their characters, voice actors, developers (studios and individual), and game franchises to wiki-style style encyclopedia pages. The application will allow users to retrieve information from a relationship, e.g. the backend can query about a voice actor to retrieve all characters they voiced and display it on the actor's page. Users can also make posts linking to specific video game articles, and comment on other users' posts to further the discussion. In addition, the database will be responsible for keeping track of and storing forum related information such as the posts, comments, replies and topics, etc.

TECH STACK

We plan to use PHP for our project's backend platform and Vue.js with TypeScript for the frontend. For the RDBMS, we plan to use MySQL.

ER DIAGRAM