

CPSC 304 Project Cover Page

Milestone #: 1

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Group Number: 90

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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

2. Project Description

What is the domain of the application?

The domain of our application is the game system that illustrates how the user interacts with the game. Each user can have an account to access the game. Within the game, users can choose their characters based on their preferences. Characters have different roles, each pointing to some specific skills. Users can locate their characters in different positions on the map with specific coordinates. The map may or may not include a dungeon with a Boss. Our goal is to model the typical process of a character boss fight game from the user's perspective.

What aspects of the domain are modeled by the database?

The database will model the entities including user information and account, and characters in-game with their information and location, as well as characters' roles and skills, and their location on the map, with map information about the dungeon and the boss. The database also includes relationships like the user owns their account, the account creates game data, and the game character selects roles and moves their locations on the map, etc.

3. Database Specifications

What functionality will the database provide?

The database provides the functionality to build and modify the game system for the users and game developers. Users can store their in-game data for easy access, and change the data based on their actions in-game. For example, users can customize their characters by ascending their levels, changing their names, or moving their characters to explore different locations in-game. The game developers can make new changes to the data, for certain features in-game to update the game when it is needed, like updating a new role with new skills for characters or making a new boss to the game.

4. Application Platform

What database will your project use?

What is your expected application technology stack?

Our project will be using the Oracle database system, and for the technology stack, we will be using Java as our programming language, and PHP if needed. As of yet, we have no intention of using any other software. However, changes can be made if necessary.

5. ER Diagram

