CPSC 304 Project Cover Page

Milestone #: 3

Date: 03/10/2024

Group Number: 90

Name	Student Number	CS Alias (Userid)	Preferred E-mail Address
Desheng Lin	29605730	z3m1r	deshenglin127@gmail.com
James Wang	62824172	e0v7t	james.wang.0303@gmail.com
Xiran Wei	27327246	u5v5o	ommjfk@gmail.com

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. *Summary*

Our project is focused on building a game database system where users can create accounts, select characters with specific roles and skills, and engage in boss fights within a map, potentially including dungeons. The database, implemented using the Oracle database system, models entities such as user information, accounts, characters, and map details, along with their relationships. The system allows users to store and modify in-game data, while game developers can make updates to introduce new features, roles, and bosses.

3. *Timeline*

Week March 11:

- Code Environment Setup - **Everyone**
- Begin Frontend implementations
    - Complete Login Page UI - **Desheng**
    - Setup Game Page - **Xiran**
    - Setup Character Page - **Xiran**
    - Setup Map Page - **James**
    - Setup Dungeon Page - **James**
- Setting up Database - **Everyone**
- Begin Backend implementations
    - Setup each entity as an object - **Desheng**

Week March 18:

- Finish Frontend implementations
- Begin database implementations
    - SQL Scripts - **James**
    - Setup connection with database -**Xiran**

- Backend implementations
  - Implement the functionalities - **Everyone**

Week March 25:
- Testing / Debugging - **Everyone**
- Readme file - **Xiran**

4. *Task breakdown*

<u>Database Tasks:</u>
- Setup Oracle & SQL
- Make sure the SQL script is runnable
- Create tables
- Insert information into tables

<u>Frontend Tasks:</u>

- UI for 5 pages with information display
  - Login page -> selecting accounts
  - Game page -> selecting characters, maps
  - Character page -> selecting roles, skills, weapons
  - Map page -> shows info, selecting dungeons
  - Dungeon page -> boss info

<u>Backend Tasks:</u>

- Implementing the following functionalities:
  - INSERT User information into database
  - DELETE game files from database
  - UPDATE game information in database

- SELECT for User to choose Roles/Weapons
- Database connection with Oracle server