

CPSC 304 Project Cover Page

Milestone #: __1__

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Group Number: __14__

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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

Milestone 1

Project Proposal

The domain of the application is one season of the Champion's League, a football (soccer) tournament played by football clubs from different European countries. A club has stadiums, sponsors, and players, who, in turn, have personal agents. A player can transfer between clubs once per season and a club can have no more than three transfers per season. Each club has one coach at a time but coaches can change during the season. The application will store information about players and coaches like first and last names, nationalities, etc. The tournament has five stages: group, $\frac{1}{8}$, $\frac{1}{4}$, $\frac{1}{2}$, and final. A game is defined by its date and the teams playing in it—all the games belong to some stage of the Champion's League.

The database application will make it easy to track football matches at different stages of the tournament, access players' and coaches' information, and transfer movements. The application will allow the user to change players' health status and update information on coaches, clubs, and games. The user can also input new transfer information and input/delete sponsors.

We plan to use Oracle, Java and JDBC. For the interface, we are considering using React.

