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University of British Columbia, Vancouver
Department of Computer Science

CPSC 304 Project Cover Page

Milestone #: 1

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Group Number: 114

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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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2)

- The application operates within the sports industry, specifically the NBA. The domain of this application is sports management and data tracking. It consists of many different aspects of the sports world including player and team management, match and event tracking, etc. Its aim is to make the handling of sports-related data more efficient.
- The application's function is to create a platform for the sports association to organize all the participating departments. This includes teams, team players, team coaches, and team managers. A list of Individuals indirectly affiliated with the teams such as reporters, cheerleaders, and VIP fans are recorded. This collection of data allows for catering to the information needs of NBA enthusiasts, sports analysts, and sports reporters. It serves as a central repository for accurate and up-to-date data related to NBA teams, players, coaches, stadiums, reporters, and managers. As for real-world use, NBA teams can use the application to track team performance and manage their rosters, coaching staff, and management. The application can be used to provide NBA fans with up-to-date information on their favorite teams and players. This could also be expanded to fan engagement where fantasy teams and leagues can be assembled by the fans using real players and performance is determined by real-life statistics.

3)

- Our database will have the ability to create, update, and delete our listed entities; teams, players, reporters, etc. It will track the history of events in the NBA, so the score of games, who won the championship which players are playing for what team, etc. One potential use of our application could be letting VIP fans track their favorite teams.

4)

- Our Project will integrate MySQL because it is widely used in the industry, so it would be a realistic DMBS for a sports associate. MySQL can also handle large databases, and with so many fans and players in our database, we will need to capitalize. MySQL is also a relational database, so it satisfies the project requirements.
- We are going to use Python for the backend of the project, and if we do need a frontend we will be using PHP. For version control, we will be using git. We are going to potentially use the SQLAlchemy python library to help backend interactions with the database.

7)

- Our goal is to make a sports-tracking application and a database that will simplify the management of players, teams, matches, and events. This is aimed to benefit sports enthusiasts.

