Project Use Cases – Jamie Wright

CPSC 321, 10/24/2024

Project Idea: Chess Database

Adding Data:

1. Adding data for a new user who wishes to have their games stored in the database.

2. Adding data for a game after its completion.

Removing Data:

1. Removing friends from friends list at the user's leisure.

2. Removing users from the database if they choose to delete their account.

Updating Data:

1. Updating a user's win/loss rate after a game's completion.

2. Updating a user's elo after a game's completion.

Searching for Data:

1. Searching for highest elo players to be displayed on a global leaderboard.

2. Searching for users to add as friends by attributes such as username.

Analyzing Data:

1. Analyzing game's won and lost based on the skill levels of each opponent to calculate elo win/loss for each game.

2. Analyzing the opening moves of a game to determine if they fall into a classical opening.