

# CPSC 304 Project Cover Page

Milestone #: 1

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Group Number: 40

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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

## **Description**

The domain of the application is strategy/maintenance/bookkeeping for the video game, League of Legends. For the strategy aspect of the domain, the game has a competitive user base that is looking to optimize its playstyle. Hence, a user would be able to get information about previous games they had played alongside games played by other users to observe any trends among the player base. In terms of maintenance, the domain would help the game developers to find focal points for areas of improvement to ensure a “fair game”. Often it is difficult to test that certain implementations of a game are working as they are implied to, thus the most reliable feedback is user in-game data which the domain captures. For example, if the developer’s role out an update in the game and the data shows that one champion (character) gains an increase in their win-loss ratio from 0.50 to 0.60, then this would be an instance where the developers could deem the update as “unfair” and make changes accordingly. Finally, bookkeeping allows both the user base and developers to keep track of all actions on the platform. League of Legends has an automatic penalty system so that a player may receive penalties when displaying “bad sportsmanship”, but occasionally it may incorrectly penalize players. Thus, keeping track of the games that the player had took part in will allow League of Legend’s support team to ensure the integrity of given penalizations. In total, the database will keep track of all in-game user interactions.

## **Specifications**

The database will allow direct access to information that can help improve a user's performance and experience in the game League of Legends. Web applications are often built around providing optimal strategies to users, so our database will allow those websites to get direct and easy access to the information they need. The database will contain relationships pertaining to parts of the game that users are trying to exploit. Alongside gameplay optimization, the database will be useful in giving insight to developers for the competitive environment of the game to improve the overall user experience. Game developers often make changes based on trends and deviations from averages to avoid bias developing among certain groups of their user base.

## **Platform**

For this project, we will be using the department-provided Oracle relational database management system. Our expected application technology stack is JavaScript and Node.js for interaction with our database.

