

CPSC 304 Project Cover Page

Milestone #: 1

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Group Number: 84

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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 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

PROJECT DESCRIPTION:

1. What is the domain of the application? Describe it.

The domain of this application is sports and recreation. We will be creating an application where pickleball players can connect and play with one another at their local courts. With a simple click of a button they can register for a game and make new friends and memories.

2. What aspects of the domain are modeled by the database?

As mentioned previously, the domain of this application is sports and recreation, focusing on helping pickleball players connect, schedule games, and engage with one another. The primary focus of our database will be to model the games and the users who will be participating in them.

All users will be able to make their profiles unique to them. Our database will store information about their name, email, address, password and it will also assign them a unique userID. There will also be an additional layer of customization with a changeable profile picture, which will be stored as a link in the database. After creating their account, users will also have the option of joining pickleball clubs, where they will be able to connect with more users.

To join games, users will be able to create a new game invite or join pre-existing ones. Our database will associate each game invite to a game, which will populate the location, type of game (singles or doubles), capacity as well as an optional profile picture. Clubs also have the option of sponsoring a game and there can only be one sponsor per game. Users with nearby addresses to the booked location will be sent a game invite where they can choose to accept or decline and also have conversations in the comment sections. Once a game reaches its capacity, the invite will officially close and no more users will be able to join.

After each match, the game will no longer be active and a record of it will be kept for each user who participated. This allows users to go back and view their history. However, no record of wins or losses or score will be kept. This application aims to connect pickleball players in their local areas and hopes to foster a strong sense of community amongst users.

DATABASE SPECIFICATIONS

1. What functionality will the database provide (i.e. things people using the database will be able to use?)

The primary function of the application will be to match users to local pickleball games viewed by others. Each game will be associated with a game invite, which will be stored so users will be able to view a complete list of games they have played since joining the application. Game invites also include an open comment section, where registered users will be able to see a complete history of the conversations associated with the post. Moreover, users can also join clubs, which will be associated with their profiles. Lastly, users also have the option of customizing their personal profiles with functionalities like profile picture customization.

DESCRIPTION OF THE APPLICATION PLATFORM

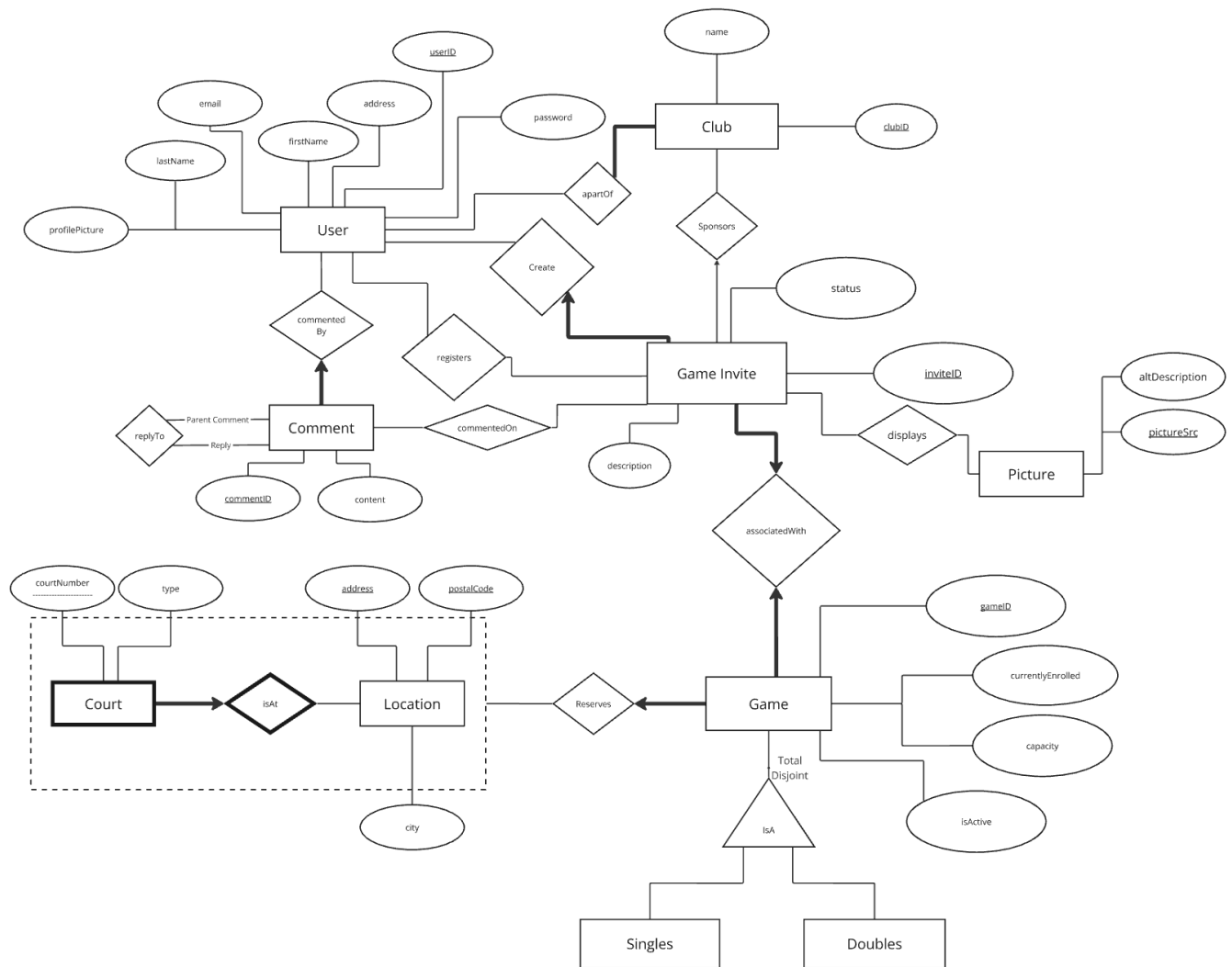
1. What database will your project use

For our database we will be using the department provided Oracle.

2. What is your expected application technology stack (i.e. programming languages and libraries that you want to use)

In terms of the application tech stack, we are expecting to use React.js for the front-end and Node.js alongside the Express.js framework for the back-end.

ER DIAGRAM



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