

University of British Columbia, Vancouver  
Department of Computer Science

# CPSC 304 Project Cover Page

Milestone #: 1

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Group Number: 110

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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

## **2. A brief project description answering these questions:**

The domain of this application includes video games and relevant details pertaining to them. It also describes retailers for distribution, as well as information pertaining to the user and their devices. Taking in all these information, the videogame recommender will be able to provide videogame recommendations based on the user's information, as well as information about currently released videogames.

### **b. What aspects of the domain are modeled by the database?**

The database models the necessary categories for the videogame recommender as entities and describes the relationship between the different entities. The database models the information to be queried, as well as the constraints, keys, and participation requirements necessary for the database's logic.

## **3. Database specifications:**

We will make a database that stores the games that the user has played and the ratings the user makes on these games. Using this data, we will make a system that can potentially recommend future games depending on the user's preferences. We will also be storing the user's device, and the device specs to suggest games that the user can run smoothly given the specs of the device. Likewise, the retailers will also be tracked for this purpose, to give recommendations based on the user's preferred retailers and to recommend games stocked by their preferred retailer first.

## **4. Description of the application platform:**

We plan on using HTML, Javascript, and CSS to handle the front-end of our application, while supporting the back-end with PHP. The combination of these technologies should be enough to support our application, but these are subject to change or others could be added as we start development.

## 5. E/R Diagram

