**University of British Columbia, Vancouver**
Department of Computer Science

# CPSC 304 Project Cover Page

Milestone #: 1

Date: October 3rd, 2023

Group Number: 32

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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

A brief project description answering these questions:
a. What is the domain of the application? Describe it. The domain of an application refers to the area of knowledge your application resides in. For example, if I am making an application for a hospital, the domain would be something like healthcare/patient management/logistics (it would depend on what the application is trying to do).

Our project will be in the domain of information dictionaries and video games, and how they interact with each other.

b. What aspects of the domain are modeled by the database? In answering this question, you will want to talk about what your project is trying to address and how it fits within the domain. It is likely that in the process of answering these questions you will bring up examples of a real-life situation that the application could be applied to.

We will model the information surrounding the core gameplay of "Book of Hours" in order to have a centralized place where players can look up information about the game.

3. Database specifications: (3-5 sentences)
a. What functionality will the database provide? I.e., what kinds of things will people using the database be able to do.

The database will provide users the ability to quickly access information regarding the game at any time they want. From a particular page, users will be able to move to another page if the information on that page is closely related with the information on the current page. The database will maintain the relationship between various information within the game, and enforce constraints so that the gameplay could be reflected as accurately as possible in the database.

4. Description of the application platform: (2-3 sentences)
a. What database will your project use (department-provided Oracle, MySQL, etc.)? See the "Project Platforms" section of this document for more information.
b. What is your expected application technology stack (i.e., what programming languages and libraries do you want to use)?

We intend to use JavaScript, specifically Nodejs, to communicate with the DBMS and perform CRUD operations. For DMBS, we are choosing MySQL and we will host the database on the cloud server using Digital Ocean. We will use ReactJS to create the front end application for this project.

# Entity-Relationship Diagram

## Workstation
- Evolution
- Valid aspects
- Room (underlined)
- Slots
- Name (underlined)

Workstation —— Requires (diamond) —— Skill

## Skill
- Aspect
- Name (underlined)
- Special attribute

Skill —— Grants (diamond) —— Book

Skill —— ISA (partial) triangle —— Language, Item

## Book
- Language
- Mystery
- Title (underlined)

Book —— Read (diamond) —— Element of the Soul

Book —— Grants (diamond) —— Memory

## Memory
- Name (underlined)
- Aspects
- Sources
- is Sound?
- is Omen?
- is Persistent?
- is Weather?

Memory —— ISA (partial) triangle —— Numen

## Numen
- Unique Source

## Element of the Soul
- Aspects
- Name (underlined)

Element of the Soul —— Powers (diamond) —— Assistant

## Item
- Aspects

Item —— Craft (diamond) —— Language

Item —— Upgrades (diamond) —— Assistant

## Language
Language —— Teaches (diamond) —— Visitor

## Visitor
- is Numa only?

Visitor —— ISA (Total Disjoint) triangle —— People

## Assistant
- Specialty
- Cost
- Location

## People
- Name (underlined)
- Aspects