

University of British Columbia, Vancouver

Department of Computer Science

CPSC 304 Project Cover Page

Milestone #: 3

Date: July 23, 2024

Group Number: 7

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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 email 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

Project Summary

What is the domain of the application? Describe it.

The domain of our application is in gaming and information management, specifically for Pokemon players. It focuses on information about different types of Pokemon for Pokemon Players providing a comprehensive database and management system for Pokemon-related information. The domain is Pokemon/Trainer/Moves/Games.

What aspects of the domain are modeled by the database?

The database models various details within the pokemon world. This includes but not limited to, Pokemons, their types, their moves, where they live, and what champions use them. It also models the games and generations that the games are set in.

For example, in real life applications, users can use the data within the database to strategize when playing the pokemon games. Developers can use this information to create several features such as

- Choosing the optimal Pokemon for upcoming battles.
- Recommend the best moves for a given Pokemon based on the accuracy and damage that is needed for the battle.
- Allows players to see what type of Pokemon is weak against or strong against each other.
- Prepare players for battles against a champion team utilizing the difficulty rating.

Project Timeline

July 23 - Draft front end design (Kristen)

July 23 - Project Timeline (Hayden)

July 25 - Meeting with the TA + Brainstorming (Kristen, Hayden and Cody)

July 26 - Create the database (Hayden)

July 27 - Input all data into database (Cody, Kristen, and Hayden)

July 28 - finalize front end design (Kristen and Cody)

July 30 - PHP - View existing tables (Kristen)

Aug 1 - PHP - Insert functionalities (Hayden)

Aug 3 - PHP - Search and filter functionalities (Cody)

Aug 4 - Finalize details (Hayden, Kristen and Cody)

Aug 5 - 9 Demo Prep and Actual Demo (Cody, Hayden, Kristen)


Potential Challenges

- Linking the database with the frontend might be hard as we don't have any experience with this
- Writing SQL queries might be daunting as it is something new to all of us.
- Managing changes in requirements during the development process.
- Realizing front end design might be challenging as we are unfamiliar with php syntax and capability
- Estimating the time required for each task is hard as we have no idea how long a task that we've never done before will take

Project Design

POKÉMON



Pokémon Database




Pokémon Name

Shiny Status

POKÉMON



Habitat :

Type :

Move :

Game :

Generation :