

CPSC 304

Milestone 3 Project Description

Project Team 68

Alice Zhang

Kailun Jin

Siwei Zhang

The final project of our group is a database that serves as the backbone of an imaginary/to-be-designed online game, with the theme inspired by the famous TV episode: "Game of Thrones".

Since our database is a game-server-oriented database, it will benefit our online game program by documenting all kinds of relationships between entities much more clearly, and thus prevent players from cheating. For this, we've modeled many aspects of the database, centered with the *ROLE* and its relationship with other entities, such as a *raise a DRAGON*, *lead an ARMY*, *belongs to a FAMILY*, etc.

Our database will, on one hand, enable the game designer to record the game data in a real-time mode - like a Role(hero) belongs to a family, which might own some arsenals that can produce weapons for the use of aforementioned Role(hero)... et al.

On the other hand, our database can offer a query to the generic public users/players. By using the user interface that we implemented, they are able to check most of the records in our database, as long as we regard they are accessible to these information. They'll be able to indirectly query the game data about the current situation to the database - like which is the weapon that has the largest attack value, who is the role that has more than 2 weapons... et al.

While the database provides those limited queries to general users, it also provides administrators on the backstage all the queries they are able to do(add, delete, modify). They'll be able to make some changes as they want, per the need from the future, such as a customer making a complaint about something that the game company should reimburse the user (like a system error resulted by the technical failure from the game company).

Due to the time, we successfully implemented action "add" on all the entities but we only implemented "delete" and "modify" on one entity, we will continue work on it after Milestone 3 and apply them to all of the entities. For the query part, we already completed SELECT, aggregation with HAVING, GROUP BY, we will continue to apply more complex queries after Milestone 3.