University of British Columbia, Vancouver
Department of Computer Science

CPSC 304 Project

Milestone #: 1
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Group Number: 48

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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

2. Application domain

The domain of this application is the Valorant esports scene. This database models characteristics of events and players in competitive Valorant. This database could be used by coaches, fans, and analysts to analyze and predict future outcomes.

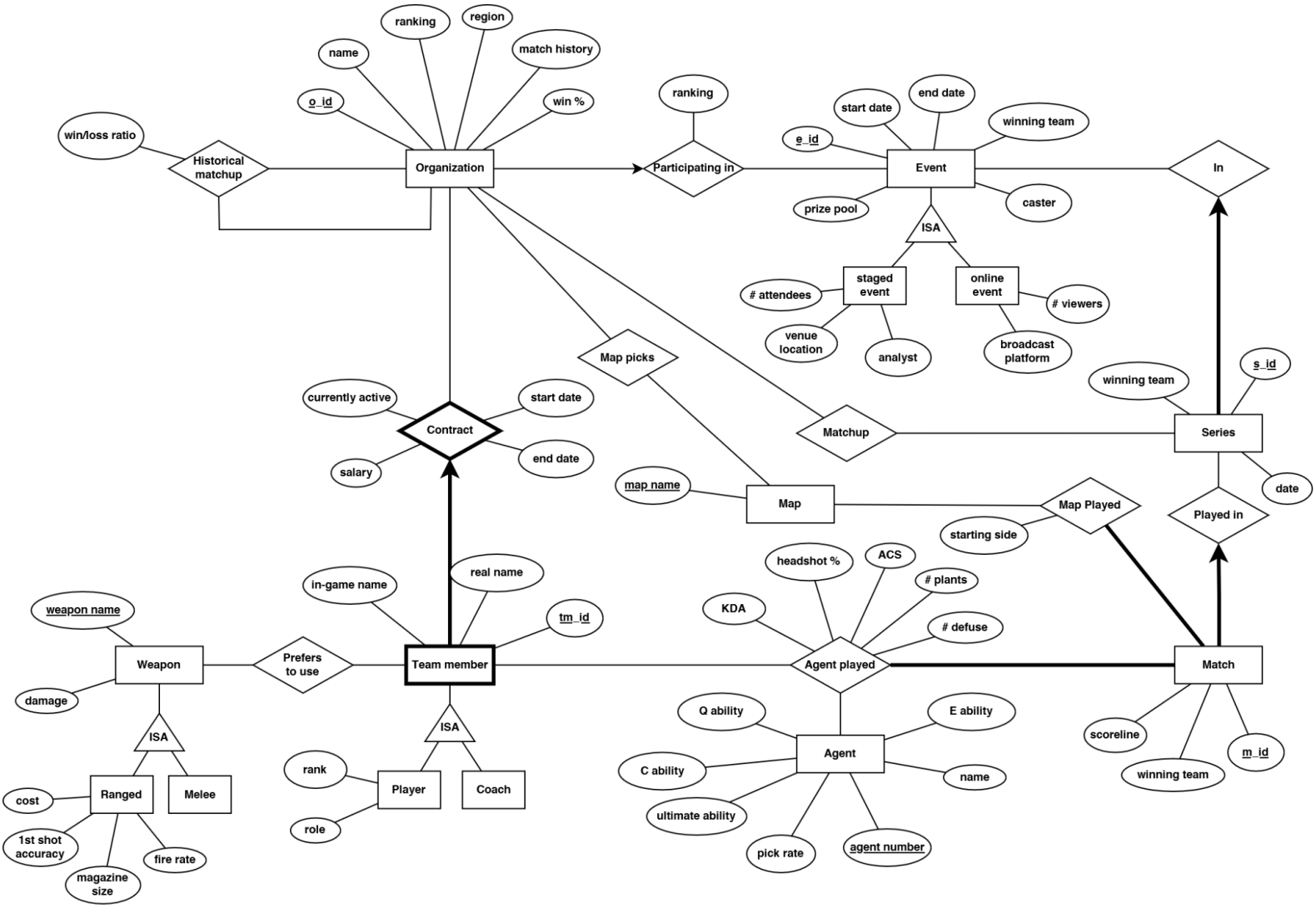
3. Database specifications

People using the database will be able to query for and view previous events and the organizations participating in them. They can also obtain match-specific information. For example, querying for the agent a player played on a certain map and their stats.

4. Application platform

We plan to use PHP as our platform to connect our application to MySQL, which will be our database management platform. We plan to host our server on Oracle HTTP Server. We will use React for our front end and NPM to manage the PHP dependencies.

5. ER diagram



ISA hierarchy constraints:

1. Staged event, online event ISA Event
    a. Covering constraints: total
    b. Overlap constraints: allowed
2. Player, coach ISA Team member
    a. Covering constraints: partial
    b. Overlap constraints: not allowed
3. Ranged, melee ISA Weapon
    a. Covering constraints: total
    b. Overlap constraints: not allowed