University of British Columbia, Vancouver
Department of Computer Science

CPSC 304 Project Cover Page

Milestone #: 1

Date: Oct 4, 2023

Group Number: ___143___

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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

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2a. What is the domain of the application? Describe it.

The domain of the application is data management of the 2022 FIFA World Cup, which will act as an information manager providing functionalities to store and retrieve both on-court and off-court data, including match schedules, goals, teams, players, etc.

**2b. What aspects of the domain are modeled by the database?**

The database stores the details about the 2022 FIFA World Cup, including countries, teams, players, stadiums, match schedules, sponsors, coaches, etc. Modeling these aspects revolving around one of the largest international sporting events within the database addresses different needs from different organizations. For instance, it can serve as valuable archives for current and future soccer enthusiasts to attain access to accurate and up-to-date information regarding this world cup. Furthermore, the application can also be utilized as a tool to analyze players' and coaches' performance through statistics to make different decisions. Last but not least, this application will also provide instincts to future world cup hosts to enhance the quality of future tournaments based on past experience.

3. What functionality will the database provide? I.e., what kinds of things will people using the database be able to do

a) This database provides the complete history of the FIFA World Cup Tournament, including participating teams, matches, goals scored in the matches, players participating, coaches, and team staff. It will allow you to view who scored what goals during which matches, which teams compete in which matches, where the matches took place, the stats of the players. You will also be able to view the winners of the brackets.

4. Description of the Application Platform:

We will use Oracle for the database aspect. We also plan to use Javascript and Node.js as part of the technology stack.
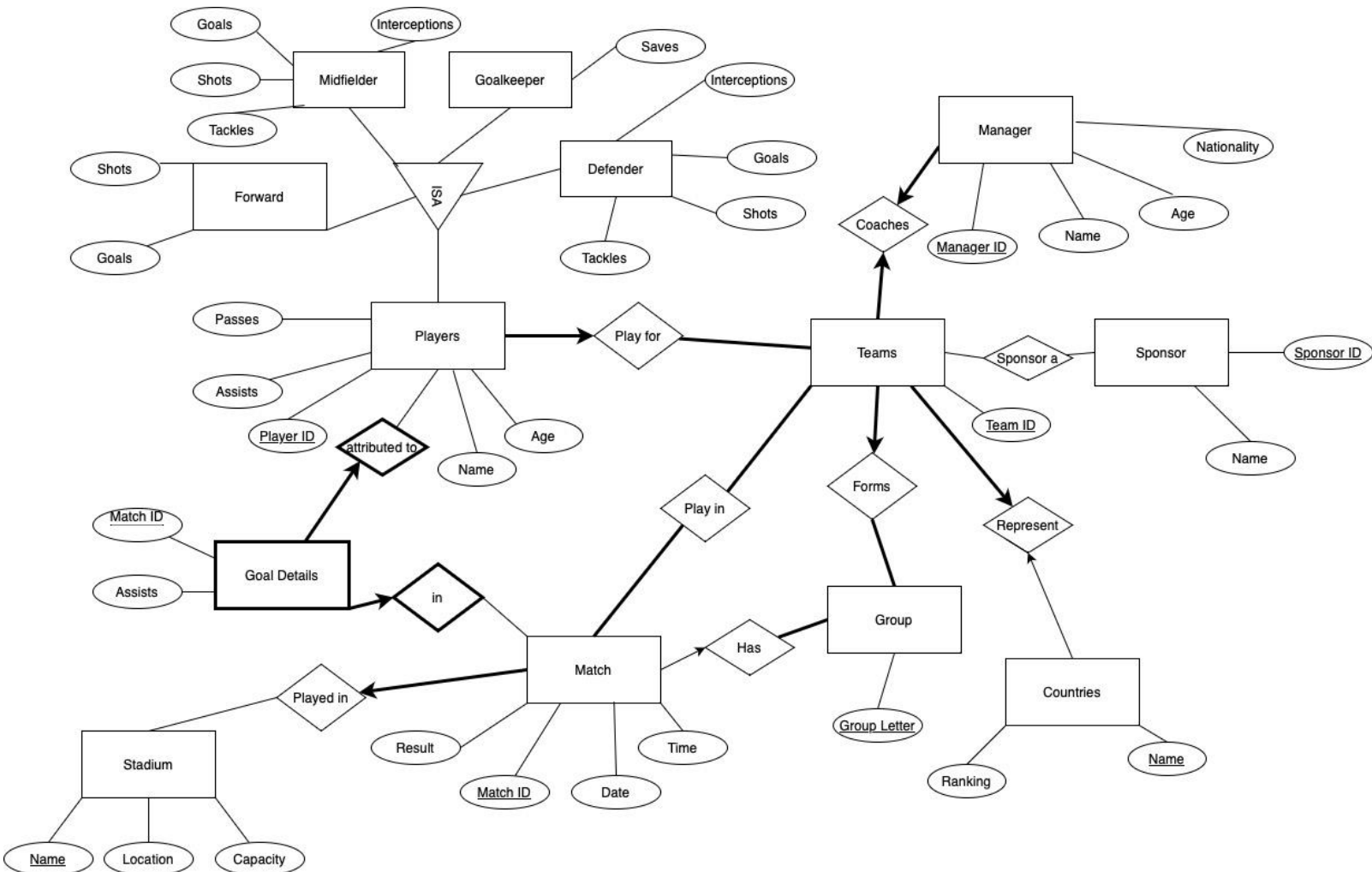
Comments

1. In our application, we assume that every player has only one nationality and every player will play for his national team
2. Some countries may potentially not field a team (perhaps not qualified). Therefore, every team must be part of a country (total participation), but a country might not have a team.