

## 1. Cover Page

University of British Columbia, Vancouver  
Department of Computer Science

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# CPSC 304 Project Cover Page

Milestone #: 3

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Group Number: 60

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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

## 2. Brief Summary

Our project involves designing a database to represent a system that manages games of various types, tracks player statistics, supports player profiles, and leaderboard tracking for each game. We are aiming to model how a company might want to handle and track data related to the games they provide and the players that play them. For example, game platforms such as Steam that host different amounts of games, and players can access it all in one place.

## 3. Timeline

**Please refer to our Trello Link for project timeline, member assignment, and work distribution.**

Trello Link

[CPSC 304 | Trello](#)

Figma Link of Lo-Fi Frontend:

[CPSC 304 Project – Figma](#)

Sign Up Page - 1 week

- Text Component
- Sign-Up Component
- Text Input Component
- Create tuple in Player SQL query
- Create associated (default/templated) tuple in PlayerProfile

Leaderboard - 1 week

- Game + Rank Column Component
- Ensure relationship with a game

Single Player Game / Multiplayer Game Profile - 1 week

- Text Component
- Avatar/Profile Picture Component
- Play Button Component
- Players/Friends Component
- Team component for multiplayer games
- Needs to be in a relationship with a Player tuple (one-to-one)
- Create/Update statistic after game is played

Developer Profile / Publisher Profile - 1 week

- Text Component
- Avatar/Profile Picture Component
- Ensure game has a developer and publisher

#### Player Profile - 1 week

- Text Component
- Avatar/Profile Picture Component
- Players/Friends Component

#### Database Design - 1 week

- Setup the Oracle Database
  - Design all the tables based on ER diagram
  - Need default player profile tuple
- Populate database with 5 tuples per table

#### 6 Main Parts of GUI

- Player Profile
- Developer Profile
- Publisher Profile
- Multiplayer Game Profile
- Single Player Game Profile
- Sign Up Page