

## CPSC 304 Project Cover Page

Milestone #: 3

Date: Oct 25, 2024

Group Number: 54

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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.

# Summary

Our application provides a database solution for managing key components of DND campaigns by modeling campaigns, players, characters and events. Players will be able to look up character stats as well as track combat and social encounters. Our application will also enable Game Masters to recall previous events with precision, improving session flow and player immersion.

## Timeline and task Breakdown Assignment

### Overview of Application Structure

- 1) Login page, user will be able to:
  - Login to their account by providing valid credentials (username/pw)
    - Error if provided invalid credentials
- 2) Campaign Page - by clicking into a campaign, the user will be able to ... -> default page will list of campaigns that player is in and if they're a GP or GM for the game
  - Players - see the current state of a game, input rolls, etc
  - Game Master - see the current state of the game, see possible checks to ask all players, see players that are part of the campaign
    - Option to see all player characters in the campaign
    - Note - checks to ask players - this is where it would start the process of a roll or combat encounter. This will be managed by the GM character in-game
  - GM campaign page - summaries via PROJECTIONS
- 3) Character Page - by clicking into characters, the user will be able to ...
  - Make a new character - pick from all classes/races etc.
    - INSERT operation, DELETE operation
  - Click into a specific character page
  - Will have a list of all characters "belonging" to that participant
  - SELECTION - search through characters -
- 4) Class Page - lists all classes and their level attributes
  - Option to make new classes for customized games
    - INSERT operation, DELETE operation
  - These appear on character creation panel as option afterwards
- 5) Species Page - lists all species and their attributes
  - Option to make new species for customized games
    - INSERT operation, DELETE operation
  - These appear on character creation panel after

- 6) Skills Page - lists all skills, and their meanings / associated ability scores
- Option to make new skills for customized games
  - Should be available to the GM to create as skill checks afterwards

Weekly meetings - 1:30 Wednesdays online

Week	Julia	Annie	Momin
Oct 28	Make more sample data for INSERT statements to start table	Setup DB on Oracle	Setup DB on Oracle
Nov 4	Character page queries, inserts  Queries - finding out inputs that user would make, picking sanitization strategy for those inputs, writing back-end SQL	Class, skills, species queries - if too much, give one to Julia or drop one  Queries - finding out inputs that user would make, picking sanitization strategy for those inputs, writing back-end SQL	Campaign Queries, inserts Login  Queries - finding out inputs that user would make, picking sanitization strategy for those inputs, writing back-end SQL
Nov 11	^^ Same as last week, next step  Queries - integrating programming language with queries - how to get tuples to objects, start back-end API (includes adding routes for inserting, deleting, updating, fetching where relevant to above)	^^ Same as last week, next step  Queries - integrating programming language with queries - how to get tuples to objects, start back-end API (includes adding routes for inserting, deleting, updating, fetching where relevant to above)	^^ Same as last week, next step  Queries - integrating programming language with queries - how to get tuples to objects, start back-end API (includes adding routes for inserting, deleting, updating, fetching where relevant to above)
Nov 18	Front-Ends + begin testing, same pages as before	Front-Ends + begin testing, same pages as before	Front-Ends + begin testing, same pages as before
Nov 25	Testing Writing M4	Testing Writing M4	Testing Writing M4

\*\* Note the later this gets, more subject to change