

CPSC 304 Project Cover Page

Milestone #: 1

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Group Number: 21

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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

Project Description

- a) **Domain:** Our project is concerned with the domain of sports, particularly with how tournaments are organized.
- b) **Aspects of the domain that are modeled:** The database will model how sports tournaments are organized and recorded. Tournaments will have different formats (rules for elimination and progression), start and end dates, and number of matches. If the tournament is completed, users will be able to see the results of each match and track which players (teams and team members) and parties (sponsors, commentators, and broadcasters) were associated with the tournament.

Database Specifications

- a) **Functionality:** Users of the database will be able to add, modify, and view data regarding the details of a past tournament and the participants involved in each one. The database will keep track of match results between teams, such as the winning team and the score associated with a match. It will also keep track of the participants of a tournament, including the playing teams and related parties such as sponsors, commentators, and broadcasters. Tournaments are composed of matches, which can also be added to, modified, and viewed for match details.

Description of the application platform:

- a) **Database:** Our project will use the Oracle server provided by the department.
- b) **Expected technology stack:** Our expected application technology stack includes Java and any necessary libraries learned later on to help achieve project goals. Git and Github will be used for version control.

Other comments:

We decided to use an artificial primary key for Sponsor, Team, and Broadcaster because these entities may change their name, so they are like CWLs, which could be difficult to maintain.

