

CPSC 304 Project Cover Page

Milestone #: 1

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Group Number: 13

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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

1.
 - (a) The domain of this application is Gaming/Account Management. Specifically, the application maintains a database for a video game, containing information relevant to each player and components of the game.
 - (b) This database stores information necessary for an RPG video game to function. It holds data like a player's account information, the inventory of each player, the abilities and items the player possesses, etc. This information is used by the game in order to keep track of progress throughout the duration of the game. It allows for a player to exit and enter back into the game and resume game play without any progress lost.
2. The database will contain functionality that allows a game system to insert new tuples when progress is made during the game. For example, when a new item is obtained, one could add the data regarding the item into the inventory table. The database will also allow searching and filtering in order to find relevant information regarding one's in-game data. This lets the game system keep track of player data to be used throughout the game. The database will also store all the game object information such as characters, playable and non-playable, their abilities, items and skins.
3. Platform description
 - (a) We plan on using PHP with MySQL.
 - (b) At the moment we are not aware of any other technologies we may require. We will most likely use the departments installation for our DBMS.
4. ER diagram

