

CPSC 304 Project Cover Page

Milestone #: 3

Date: 2023-03-10

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.)

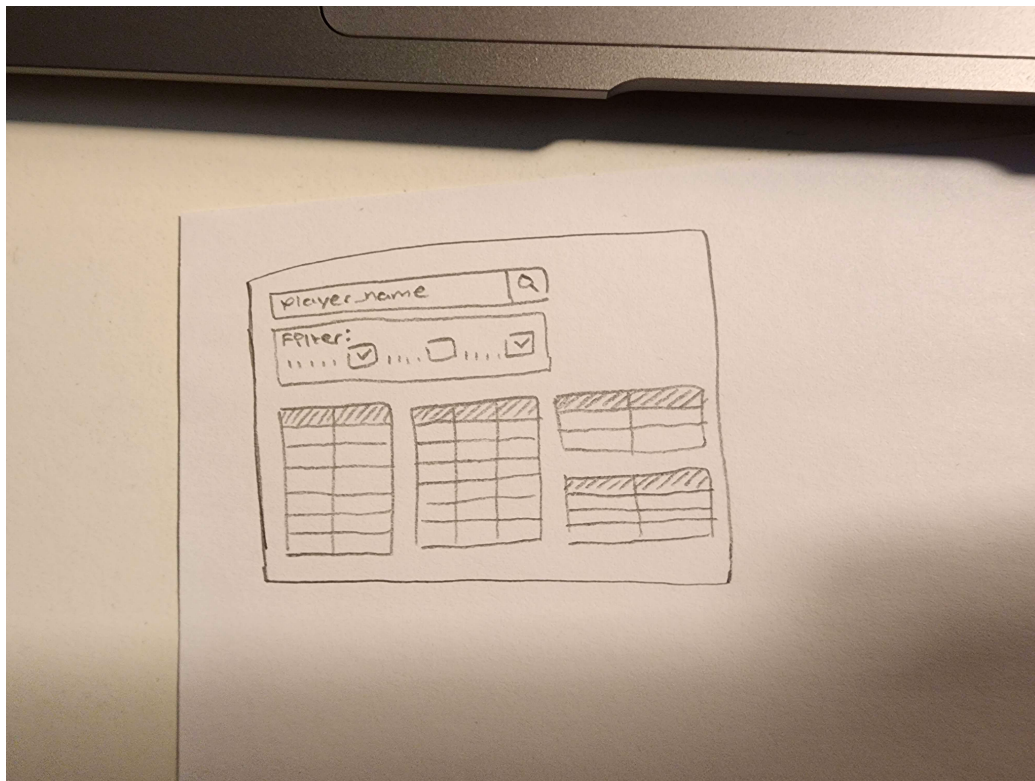
In addition, we indicate that we are fully aware of the rules and consequences of plagiarism, as set forth by the Department of Computer Science and the University of British Columbia

1. Description:

This database stores information that is 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 gameplay without any progress lost.

2. Project Scheduling

Fig 1. (Rough UI)



Untitled Gantt Project

Mar. 11, 2023

Tasks

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Name	Begin date	End date
Begin HTML Boilerplate	2023-03-16	2023-03-17
Review/Learn PHP Code	2023-03-17	2023-03-21
Milestone 5	2023-03-30	2023-04-11
Demo	2023-04-11	2023-04-11
Front-end (Display Layout)	2023-03-30	2023-04-07
Milestone 4	2023-03-22	2023-04-03
Back end SQL (Database work)	2023-03-22	2023-04-03
SQL Script (For initialization)	2023-03-23	2023-04-03
PDF Work	2023-03-22	2023-03-27
SQL Queires (Screenshots of behaviour)	2023-03-29	2023-03-31
Back end PHP (Connect HTML to SQL)	2023-04-03	2023-04-07
Connect Event Listeners to back-end	2023-04-03	2023-04-07
Copy_Connect Event Listeners to back-end	2023-04-03	2023-04-07
Peer Assesment	2023-04-05	2023-04-05

Peter Lee

Sebastian Sabry

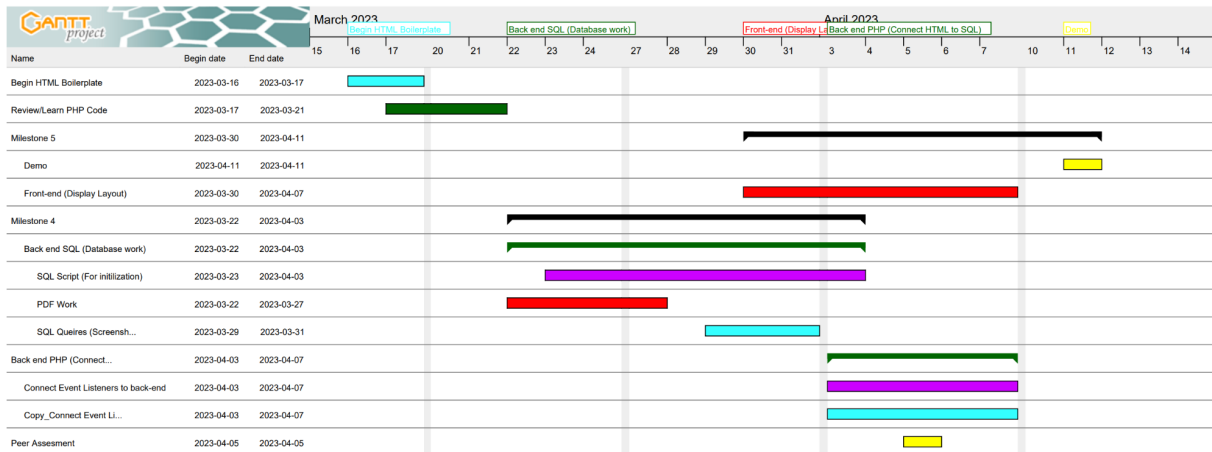
Vihara Jayaweera

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Gantt Chart

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Begin HTML Boilerplate code

- Create basic structure of UI
 - flexbox layout
 - input fields for search/filter
 - output div for tables (with table templates for future use)
- CSS styling

Review/Learn PHP:

- use W3 schools to learn PHP

Milestone 4

SQL Script:

- write/copy create statements to match M2 proposals
- create table of table names (similar to tutorial)
- add INSERT statements from M2 for testing

SQL Queries:

- write code that queries SQL tables based on potential filters
 - i.e. filter players table by player_name
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PDF Work:

- Project description
- differences in schema compared to initial design
- Screenshot of data present in database after initializing everything
- SQL queries that can be used
 - referring to canvas rubric breakdown
- Screenshots showing the results of each query
 - Before: initial data
 - Middle: How GUI triggers said query
 - End: filtered data

Milestone 5

Front End Display Layout:

Input:

- search bar

- search by player_id for player info
- search by match_id for match info
- Filters
 - name
 - rank
- Sort by options
 - alphabetical
 - numerical

Output:

- one to many tables
 - total number of tables will depend on filters selected

Tables

- Inventory of player(s)
- Inventory during game
- Match information
- Overall ranking for a tier, subrank or combination of both