University of British Columbia, Vancouver
Department of Computer Science

CPSC 304 Project Cover Page

Milestone #: _1_

Date: July. 12. 2025

Group Number: _29_

Name	Student Number	CS Alias (Userid)	Preferred E-mail Address
Nancy Ma	94979507	yma60	nancyma12321@gmail.com
Sakura Sekiguchi	13028428	s5g9e	sakuras4649@gmail.com
Jennifer Park	27748714	jpark81	jpark3apple@gmail.com

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

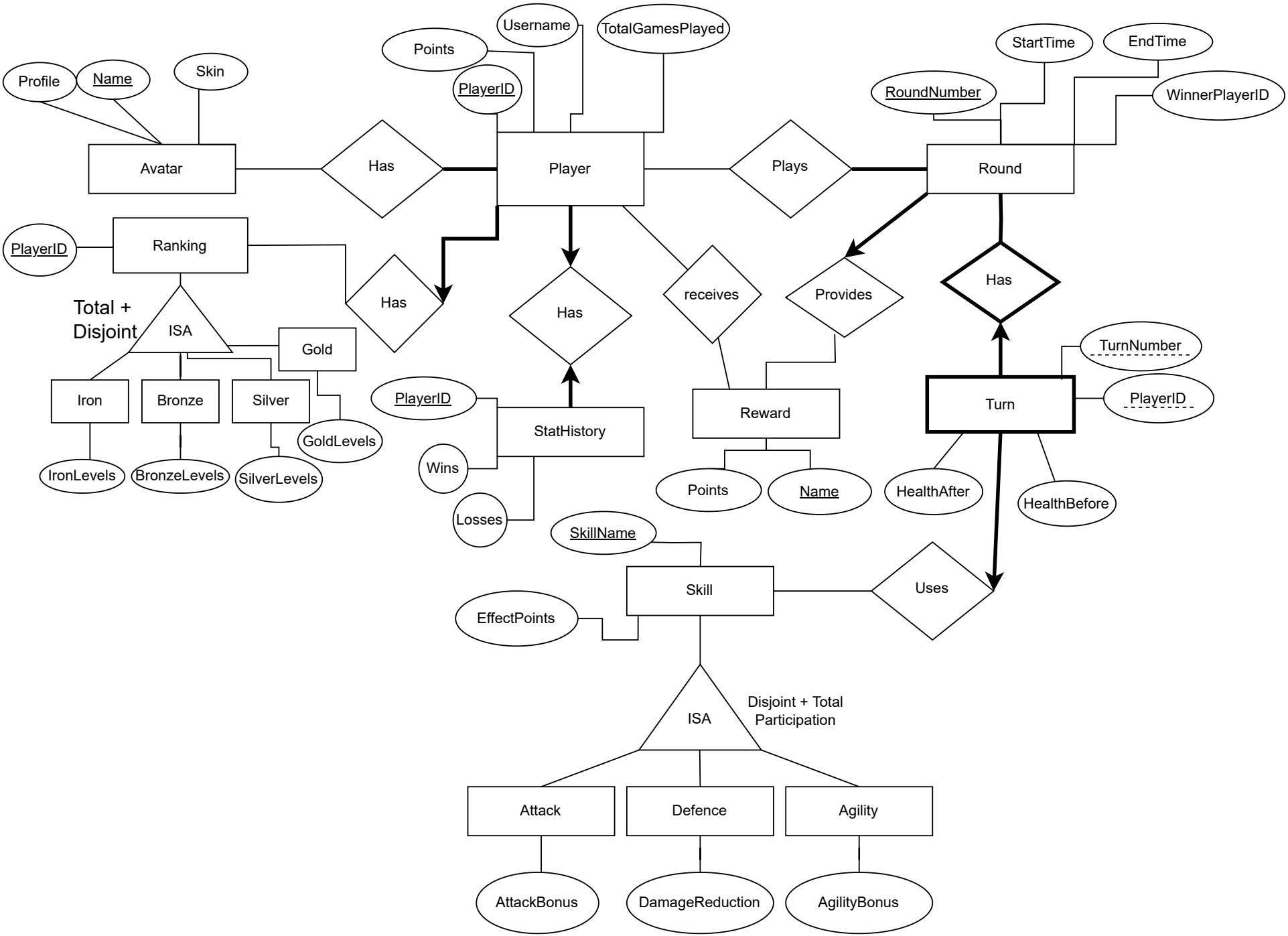
2. The domain of the application is in entertainment, specifically one-to-one turn-based games. The database can model the following aspects of the game: the scoring and rewarding system, players' statistics, skills in categories, and avatars. For example, similar games to Street Fighter and card games such as Slay the Spire could use the database to help implement the turns and track players' statistics.

In each turn, players can select skills from three main categories: attack, defence and agility, and obtain points according to the properties of the categories. For instance, the player who picked attack would lose more points from their health if the other player picked defence, and the damage will depend on the attribute 'EffectPoints' of the skill entity; the player who picked agility would lose more points if the other player picked attack, and agility beats defence. It is similar to rock, paper, scissors, where one move beats the other. The database would keep track of the categories of the skills, players' information and the results of each round to update players' statistics.

3. The database provides:

- Game management: tracking avatars, playing multiple rounds, and recording and releasing new skills and updating player's statistics.
- Skill management: selecting skills and tracking categories.
- Profile management: viewing and updating user information and statistics, displaying avatars.
- Player history: tracking performance over time.

4. We will be using Oracle. We expect to use SQL, Java, and PHP. We expect to use the JDBC library as it is a library that allows Java applications to connect to and interact with databases which include Oracle.


Profile
Name
Skin
Avatar
Has
Points
Username
TotalGamesPlayed
PlayerID
Player
Plays
StartTime
EndTime
RoundNumber
WinnerPlayerID
Round
PlayerID
Ranking
Has
Has
receives
Provides
Has
Total +
Disjoint
ISA
Gold
Iron
Bronze
Silver
GoldLevels
IronLevels
BronzeLevels
SilverLevels
PlayerID
StatHistory
Wins
Losses
Reward
Points
Name
TurnNumber
PlayerID
Turn
HealthAfter
HealthBefore
SkillName
Skill
Uses
EffectPoints
ISA
Disjoint + Total
Participation
Attack
Defence
Agility
AttackBonus
DamageReduction
AgilityBonus