University of British Columbia, Vancouver
Department of Computer Science

CPSC 304 Project Cover Page

Milestone #: 1

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Group Number: 20

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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

Domain of the Application: This project focuses on creating a player profile and game character database for Identity V, an asymmetrical survival horror game. The database is comprised of **Players** who play in a set **Server**, who obtain **Character Cards** that unlock **Characters** - categorized into *survivors* and *hunters*. **Guilds** (larger clans of players who collectively earn points for their guild by entering battles), **Teams** (5-6 players who play ranked games together), and **Talents** for enhancing character abilities and stats (also categorized into *survivor talent* and *hunter talent*).

Aspects of the Domain:

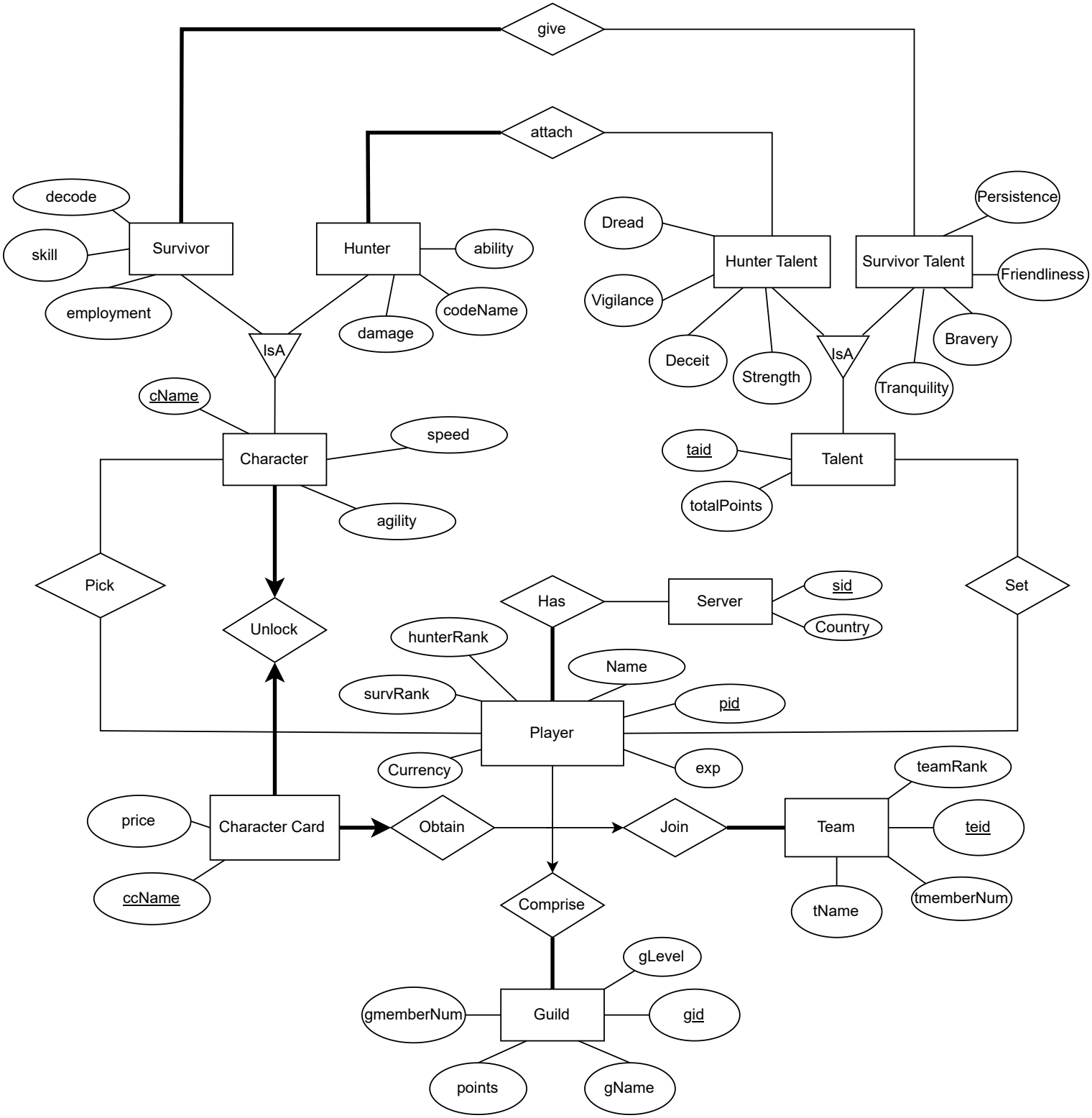
1. **Player Information System:** The application will include a player information system that captures and stores player profiles. Each player's guild, and team are also documented. This system will also track and manage player rank, experience points, amount of currency they hold, and their corresponding server.
2. **Game Character System:** Players can pick characters from the game and set different talent combinations for each character. This system provides customization options for survivors and hunters through the selection of their corresponding talents, which can be viewed and updated in the database interface.
3. **Guild and Team Associations:** The database will include information about each player's guild and team. Users will be able to explore details such as the guild's population, points, and level. They can also view the team's rank, composition, and member number, providing information on the social relationships of players in Identity V.

Functionalities of the Database:

1. **Player Information Management:** The database will store details for each player, such as obtained character cards, preferred character talents, in-game rank, guild and team affiliations, currency amount, and experience.
2. **Interactive Player Profiles:** Users can enter a player's unique ID to access their profile, which includes their most preferred talent builds and rankings as either a survivor or hunter.
3. **Detailed Character Descriptions:** Users can click on a character to get more information about that character, such as a description of the hunter's ability or survivor's skill, and base statistics such as initial speed, decode, damage, and agility. As well, users can also add talent sets (for survivors: persistence, friendliness, bravery, and tranquility, for hunters: dread, vigilance, deceit, strength) to a survivor or hunter to see how it impacts the character's statistics.
4. **Guild and Team Exploration:** Clicking into a guild or team entity will show a list of all players who belong to that guild or team, along with their profiles, allowing users to explore the members and strengths of different guilds and teams.

Description of the Application Platform:

We will use the Oracle Database to host and manage all the information related to players, characters, guilds, and teams. The web page will be built using a combination of HTML, CSS, and Next.js. HTML and CSS will be used to create the structural skeleton and styling of the front-end. The backend will be developed using Next.js, leveraging node-oracledb to integrate Next.js and Oracle.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