University of British Columbia, Vancouver
Department of Computer Science

CPSC 304 Project Cover Page

Milestone #: 3

Date: 2024.10.24

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

2. Brief summary
This project develops a player profile and game character database for Identity V, an asymmetrical survival horror game. It tracks **players**, their **server**, and **character cards**, which unlock **characters** (survivors and hunters). The database also includes **guilds**, **teams**, and **talents** that enhance character abilities.

3. Timeline and Work Distribution

SQL DDL (Create table): Lucia
SQL Queries: Lucia
GUI:
- Backend (Integration with Oracle DB, next.js): Akira
- Frontend (web app): Simon

To-do:
- SQL DDL: Create tables and insert tuples (Nov 10)
    - Create tables script
    - Insert tuples script
    - Drop tables script
- SQL Queries (Nov 17)
    - INSERT
    - UPDATE
    - DELETE
    - SELECT
    - Projection
    - Join
    - GROUP BY/HAVING
    - Nested GROUP BY
    - Division
- Front-end (Nov 17, to be done simultaneously with SQL Queries):
    - HTML/CSS skeleton
    - Interactions (buttons, dropdown design)
- Backend (Nov 24):
    - Integration with queries (functions)
    - API calls with Oracle DB
    - Debug (done by other two members)
    - Sanitization (security)

We leave 5 days of buffer time for debugging issues or schedule conflicts.