

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.