CPSC 304 Project Cover Page

Milestone #: __1____

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Group Number: _1____

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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

The domain we will be modeling is Pokémon. We are focusing on the data related to Pokèmon, trainers, and important relationships in this popular franchise.

We will focus on 8 specific entities related to Pokémon to make a pokedex. This includes Pokémon, Pokémon item, trainer, move, type, gym leader, region, generation. There are hundreds of different kinds of Pokémon, and each of them can have a trainer (gym leader is a subset of trainer) who owns them, has at least one move (which belongs to a type) they can use, can be holding one or more items, has one region they can be found in, and belongs to at least one type (advantageous and disadvantageous against various other types). The full list of relationships is found in the ER diagram.

This project will resemble a pokédex, where information about Pokémon will be accessible. A trainer can take a look at Pokémon they have encountered throughout their journey. They can give Pokémon a nickname if they are the owner of the Pokémon. They can also update Pokémon items held by their Pokémon and teach their Pokémon new moves. Information about what types a Pokémon is stronger or weak against will also be retrievable from the pokedex. Trainers can also take a look at Pokémon owned by other trainers, including the gym leaders, but they will not be able to modify attributes of those Pokémon.

This project is going to be implemented with the PHP, and Oracle database system provided by the department of CPSC. No other special software or hardware will currently be used in our project.

We will focus on customers of the bank. This includes things like the accounts that a given customer has, information specific to the customer (e.g., the customer's name and address), and the customer's credit cards. There will be a number of different kinds of accounts, and some of these accounts will have additional information to let customers know if that account is right for them (e.g., a mutual fund account will contain information about what stocks are included in the mutual fund, and how the fund performed over the past few years).

There will be two different classes of users of the system: the customers, and the bank employees. The customers will be able to access their own accounts, and transfer money from one account to another. They will also be able to update some of their personal information, like their bank account password. The bank employees will be able to access all of the customers' data – their account information and personal information. Only the bank employees will be able to change things like a customers' social insurance number.

Bank employees may reset a customer's account password, but may not see the password. This project will be done using the CPSC department's Oracle database system, using Java and JDBC. We do not anticipate using any special software or hardware. For the rubric, check the Milestone 1 assignment on Canvas.

At least 7 different entities and 7 relationships.

1. Pokémon: pname, id, nickname, owner, (shiny, legendary)
2. Pokémon items: iname, effect, (rarity)
3. Trainer: tname, region
4. Move - mname, type, power, p/p
5. Type - tyname, strong against, weak against, ineffective
6. Gym Leader (ISA trainer): gym, glname, type (gym leaders are specialist in eg water type poke)
7. Region: region
8. Generation: generation

Relationships:
Trainer **trains** Pokémon
Pokémon **holds** Pokémon items
Pokémon **has** moves
Move is a **weak entity** of type
Pokémon **found** in generation
Pokémon **found** in region
Gym leader **found** in region
Gym leader **specialize** in a type
Type **Is Weak Against** type
Type **Is Strong Against** type
Type **Is Ineffective Against** type

At least one meaningful ISA relationship
○
An ISA relationship only counts as one entity
. E.g., a parent entity with six children
counts as one entity, not seven.
A gym leader **ISA** Pokémon trainer
•
At least one meaningful (non
-trivial) weak entity; but, if this is not suitable for your
particular application, then replace it with one more meaningful ISA relationship.
A move is a weak entity of type
For each relationship, identify the cardinality constraint and other constraints, such as participation constraints. We encourage you to provide a mix of constraints (some 1
-to-
many, many
-to-many, 1
-to-1).

- All entities must have their keys clearly identified.

Links:
Pokémon type weakness/strong against chart
https://github.com/zonination/Pokémon-chart/blob/master/chart.csv