

CPSC 304 Project Cover Page

Milestone #: 1

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Group Number: 42

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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

Project Description

The main focus for this project models an aspect of the game, *Honkai: Star Rail*. The domain of the project would be video games, more specifically on the aspect of character build management. Essentially, the database models the key characteristics of character builds like the characters and their abilities as well as their equipment like Light Cones and Relics. Our project is trying to help with managing and optimizing these character builds for better performance in the game. For example, if a user got a new character, they could use this database to look at the character's abilities, as well as look at what they should equip on their character as well as any significant consumables that a character could take to enhance performance.

Database Specifications

Our database will allow users to search for specific characters and look at their abilities, stats, and any other relevant information. Users will be able to use our database to see what equipment, such as Relics and Light Cones, is most optimal to have on their character. Additionally, users will be able to identify any significant consumables that a character could use to improve their gameplay.

AI Usage Acknowledgement

We did not use any AI to assist with the completion of Milestone 1.

