University of British Columbia, Vancouver
Department of Computer Science

CPSC 304 Project Cover Page

Milestone #: 3

Date: Oct 31st, 2021

Group Number: 83

Name	Student Number	CS Alias (Userid)	Preferred E-mail Address
Anthony Baek	99870842	H4U2B	baekanthony@gmail.com
Robin Cryer	91600189	Z5W2B	cryerrobin@yahoo.com
Tyler Silva	36041978	N4G3B	tylers123789@gmail.com

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

Timeline:

November 8th:
- Get to know php
- Each able to make a simple "hello world"
- Try to link php and oracle, perhaps issue a basic command

November 15th:
- Broad implementation of functionalities
- Making sure if compiles and runs even if it doesn't fulfill the proper function
- Don't worry about output formatting
- Begin working on the website

November 22nd:
- Generally have stuff together
- Make the html/css look presentable
- Finalize and making sure the functions operate correctly
- Properly formatted outputs
- User-accessible inputs
- Debug wherever needed
- If admin interface is fully complete, try and implement a player view of the database (optional)

November 22nd-25th:
- Finishing touches and debugging

Potential Planned Features:

Admins can:
- Server Management:
  - Get a list of usernames of all players on a server (Join, Projection)
  - List all active servers <ie over X players online> (Agg w having)
- Player Management:
  - Create / Delete Player (Insertion/Deletion)
  - Change inappropriate usernames (Update)
  - View a player's inventory (Selection)
  -
- World Management:
  - Average kdr of mobs in a dungeon (Nested Agg w Group By, Division)
  - Change mob drops/properties (Update/Insertion)
  - Add items, locations, etc (Insertion)
  - Average value of all items sold by each Villager (Agg group by)

Players can:
- Create a player (Insertion)

- View inventory (Selection)
- Change location (Update / Selection)
- Change servers (Update / Selection)

-Will prioritize admin, add player later if have time

Task Breakup:
- Plan on having each person work on a page (See subheaders under "Admins Can:"
- Will try and move around features so that everyone has a roughly equal work