

# CPSC 304 Project Cover Page

Milestone #: 1

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Group Number: 83

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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 of this application is the details of the user base and world of an online multiplayer role playing game. It would be implemented by the company providing and maintaining the game world. The domain models players, their items, interactions between players, each other, and the world, as well as details including servers and non player entities.

This application will enable the game designers to have a comprehensive view of the state of their game, so that they can modify and improve it based on the statistics of player behaviour. This can include information about inter-user interaction, or with game features, such as figuring out if a specific section is too easy or too difficult. On a practical level, the game will need a well-structured database that will allow the game elements' information to be stored efficiently and neatly, such as in the case of player inventory or group membership. This database fundamentally provides a dual functionality: it allows for the active interaction of elements within the game, as well as providing statistical information for the game designers.

The players are able to connect to a given server, move between locations, buy items from villagers or earn them from mobs, add and remove other users as friends, join and leave guilds, and kill enemies. Administrators are able to move players between servers and locations, add or remove locations, change what npcs are at a given location, or change the qualities of a given npc.

We intend to use Java and PHP for our project. We will also be using the department's installation of Oracle.