

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 it 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)
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- 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