

# CPSC 304 Project Cover Page

Milestone #: 1

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Group Number: 46

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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 the application is video game players. The application is designed for gacha games, video games that are similar to toy vending machine mechanics. Its primary purpose is to collect and manage player data related to the game.

The aim of this database is to track player progress for a generic gacha game. This project will support future gacha game creation by providing a complete framework for any gacha game project. As well, it should also provide the ability for an administrator to edit player data manually, as well as store object information, such as items and characters so that the game can retrieve the data and display the information.

Game clients should be able to request the writing of data and the retrieval of data.

Administrators should be able to modify and delete data.

Game clients should be able to request the data necessary to show the player their progress at any given point.

All obtainable items should be represented in the database.

We will use MySQL to implement our database considering that it is a department provided tool even though we have not used it before.

We will mainly use Typescript, HTML, CSS and React to implement our front-end GUI since React is user-interactive and easy to learn as well as access backend data using JS API.

We will then use node.js and express.js (these are back-end technologies that we want to use) to construct a link between the front-end and the database so that they can interact with each other, whether it is reading or writing.

