

## **CPSC 304 Project Cover Page**

Milestone #: 3

Date: 2025-10-24

Group Number: 46

Name	Student Number	CS Alias (Userid)	Preferred E-mail Address
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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

**2. A brief (~2-3 sentences) summary of your project. Many of your TAs are managing multiple projects so this will help them remember details about your project. You can reuse the summary from milestone 2.**

Our project models the core data system for an online multiplayer role-playing game (RPG). The database represents key elements of the virtual world (e.g., players, guilds, pets, items, maps, NPCs, enemies, and missions), allowing the game to track player progress, interactions, and social connections. This structure ensures consistent persistence of gameplay data and supports the interconnected experience typical of modern MMORPGs.

**3. Timeline and task breakdown/assignment:** The breakdown should be at a level of detail that demonstrates that the group has spent time meaningfully considering what there is left to do. Note that we are not asking you to predict every single possible task that you will need to do. We want to see that the group understands the scope of what is left to do and be prepared to accomplish the remaining tasks in a reasonable manner. We warmly recommend reading the milestone descriptions and associated rubrics on Canvas now so you have an idea of what we expect and what your TAs will be looking for during grading.

1. Database Setting (Oct. 30th - Nov. 5th) 1 person (Yichen Li)
2. SQL Query (Nov. 6th - Nov. 13th) 2 people (Fiona Zhong, Yichen Li)
3. Database Connection (Nov. 5th - Nov. 10th) 1 person (Fiona Zhong)
4. Frontend Implementation
  - a. Implement GUI Panel (Oct. 30th - Nov. 14th) 1 person (Junshan Zhou)
  - b. Connect GUI to backend(Nov. 14th - Nov. 25th) 1 person (Junshan Zhou)
  - c. Enable Function that can show result to user(Nov. 14th - Nov. 25th) 1 person (Yichen Li)
5. Final code review & demo preparation (Nov. 25th - Nov. 28th) all together

**Challenges:**

- The Frontend Implementation is one of the most complicated part throughout the project, In case the responsible team member is overloaded or encounter problems, the other two Team members would flexibly join and work together.