**CPSC 304:** Project Proposal

*Hunt: Showdown*

Simplified Equipment and World Model

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**Project Description**

Our application will represent a simplified model of the *Hunt: Showdown* equipment system, and also model locations and monster entities within the game. The database will include information about the different Hunters featured in the game, including the various traits that they can acquire. Each Hunter is expected to carry a firearm, and they may also choose to wield a tool and bring various consumables. Each firearm, tool and consumable all have different specifications and descriptions; firearms also require ammunition which may be of different types. Hunters may be located at different locations on the map, and at each location, there may be monsters that spawn. Names of the various locations, along with coordinates, will be included in the databases. Information about the different monsters that spawn at each location will also be modeled.

**Database Specification**

The database will model information about the different Hunters and their traits. The database will also document the various firearms, ammunition, tools, and consumables available to Hunters; including their specifications to which users may refer. It should also provide users information regarding locations around the map where Hunters are located, as well as information about the different monsters that spawn at any given location.

**Application Platform**

We will be using PHP/Oracle for our application platform, with a Javascript+HTML front-end.