University of British Columbia, Vancouver
Department of Computer Science

CPSC 304 Project Cover Page

Milestone #: 3

Date: 07/26/2024

Group Number: 28

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

Your deliverables should be committed to the CPSC 304 provided repository at least two business days prior to the meeting with your TA.
1. 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 is prepared to accomplish the remaining tasks in a reasonable manner. Each task should be assigned to a particular group member. Unless otherwise stated, it is assumed that all group members will work equally on the project. If this is not the case, state the work percentage breakdown for each member. This will serve as a written acknowledgement between all group members that there will be an uneven distribution of work. The member who does not do their fair share of work will have a penalty applied to their final project grade. While each member is not expected to know about every single line of code in the project, it is expected that all members can talk about the overall architecture of the code.

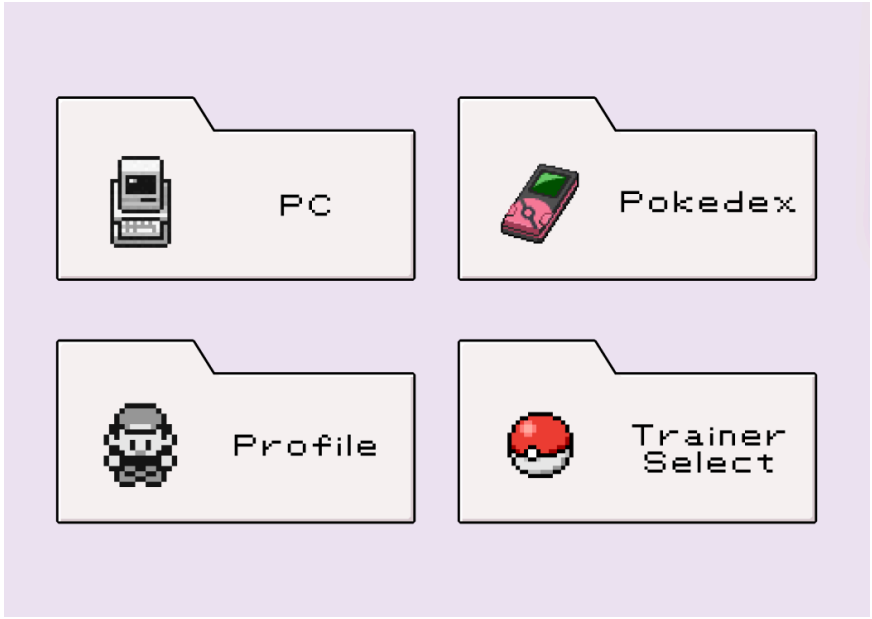
- Tasks
    - Front-End
        - trainer select
            - Type name and select region
            - Select existing trainers
            - Select starter pokemon
        - Select Screen
            - Menu options: PC, Pokedex, Trainer Profile, Go back to main menu
        - Trainer Profile Screen
        - PC Screen
            - Catch Pokemon button
        - Pokedex Screen
        - Pokemon Caught Screen/Popup for naming Pokemon
        - Loading Screen
    - Back-End
        - Pokemon Species Table
        - Creating trainer profiles
        - Adding Pokemon to PC and Pokedex
        - Moving Pokemon to different slots in PC
        - Getting Badges and adding to profile
    - Linking Front-End and Back-End
    - SQL Script
- Timeline
    - SQL
        - July 29
        - Julianna Loresco
        - Patricia Rae Villa
    - Back-end

        - Aug 1
        - Julianna Loresco
        - Patricia Rae Villa
        - Chowdhury Zayn Ud-Din Shams
    - Front-end
        - July 29
        - Chowdhury Zayn Ud-Din Shams
    - Linking Front-End and Back-End
        - Aug 1
        - Patricia Rae Villa
    - Debug
        - Aug 4
        - Julianna Loresco
        - Chowdhury Zayn Ud-Din Shams

2. Images that demonstrate what the front end of your project (i.e., what the user will see/interact with) will look like. These images can be hand drawn or created using a drawing application. The images should be saved in a file format that does not require extra software to open (e.g., png, jpg, svg, pdf). Your TA may ask you to explain the design during the meeting.

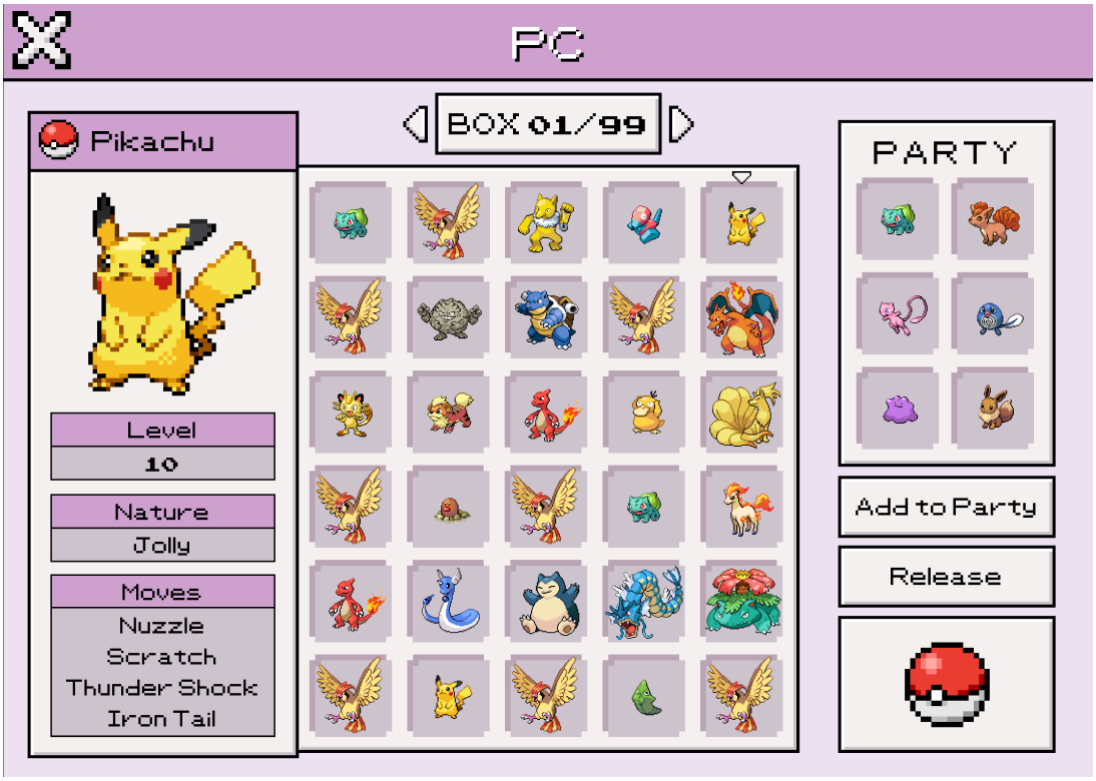
First Screen/trainer select

Select Screen

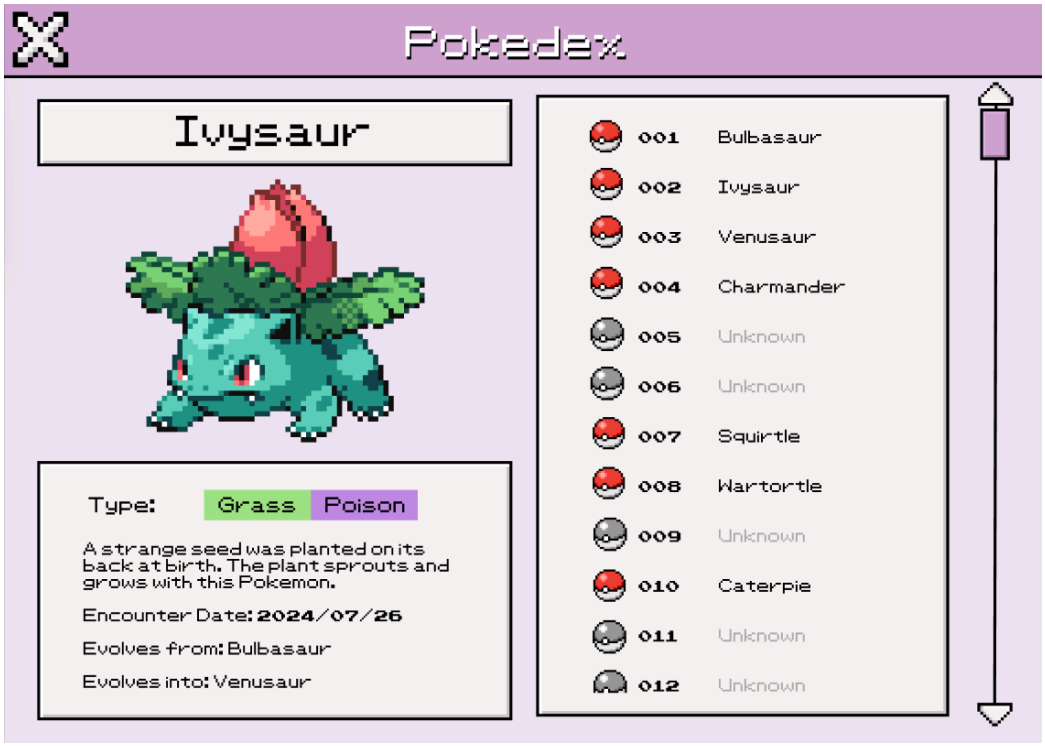


Trainer Profile Screen

PC Screen



Pokedex Screen



Pokemon Caught Screen/Popup

Loading Screen