CPSC 304 Project Cover Page

Milestone #: 1

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Group Number: 28

Name	Student Number	CS Alias (Userid)	Preferred E-mail Address
Julianna Loresco	21397633	z4u4m	jmariel@student.ubc.ca
Patricia Rae Villa	22680565	n8e1f	prvilla@student.ubc.ca
Chowdhury Zayn Ud-Din Shams	46176756	v7v0f	zaynchow@student.ubc.ca

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

Project Description
Our project concerns the domain of documenting and managing Pokémon from the popular game franchise Pokémon. Our application will allow users such as Pokémon fans to track their own Pokémon collections as well as find information on specific Pokémon. Specifically, our database will include a Pokedex and PC, as the two have different uses. A Pokedex is used to identify Pokémon species and their information, while a PC is used to store individual Pokémon of a species and information about that Pokémon such as its level. For example, our database will allow a user to query the Pokémon Trainer "Ash Ketchum" and see that he owns a Pikachu, which is an Electric-type pokemon. The user will also be able to see that Ash's Pikachu is Level 100.

Database Specifications
The database will allow a user to store information on a particular Pokémon Trainer such as their starting region and Trainer ID. As well, a user can query and retrieve information on various Pokémon species in a trainer's Pokédex, including the species' name, type, native region, and evolutionary path. A user can also view a Pokémon Trainer's caught Pokémon in their PC, including information such as an individual Pokémon's level, nickname, and moveset.

Application Platform
Our database will use the department-provided Oracle. We expect to use JavaScript as our technology stack.

ER Diagram Notes
- ElementalType is an entity with only one attribute because we wanted to convey the relationship "EffectiveAgainst" in the entity ElementalType, for example that the ElementalType "Fire" would be strong against "Grass" and weak against "Water". Additionally, entities such as Pokemon and Move can possess more than one elemental type, so elemental type must be an entity instead of an attribute, which can only hold one value.