

CPSC 304

Winter 2017 Term 2

Project Part 1: Proposal

Group Members:

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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 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 Domain

The domain that we are going to model is a game review website called *Games4Fun*, and the users using it.

The aspects of the domain will be the information posted by the registered users for this game review website. This includes things like the game information posted by business users and reviews posted by personal users.

Application Specifications

There will be three different classes of users for this website: the business users (e.g., game companies), the personal users and the website administrators.

We will support the following operations:

- Users will be able to create accounts (personal accounts and business accounts).
- Users will be able to manage their account information and settings.
- Personal users will be able to write, edit and delete their reviews (with images and videos).
- Personal users will be able to give a “thumbs up” to and comment on others’ reviews.
- Personal users will be able to join a game discussion group and invite other personal users to join a group.
- Business users will be able to post, update and remove the information of their games.
- Website administrators will be able to access all of the users’ data.
- Website administrators may reset the users’ account passwords.

Platform

This project will be done using the CS department's oracle database and using Java and JDBC. We do not anticipate using any special software or hardware.