

ACTIVIDAD NODE JS / MY SQL

Código de API:

<https://github.com/DiegoAraque21/BeatHop/tree/main/API>

Dump de DB:

<https://github.com/DiegoAraque21/BeatHop/blob/main/Data%20Acquisition/dbBeathopBackup.sql>

USERS Y FORMS

Código:

<https://github.com/DiegoAraque21/BeatHop/blob/main/API/routes/userRoutes.js>

Tabla User:

[illegible]

Tabla Form:

Result Grid				
Filter Rows:				
	idForm	answer1	answer2	answer3
▶	224	Yes	Yes	Some of them
	234	No	Some of them	Yes
	244	No	Some of them	Some of them
	254	Yes	No	Yes
	274	Yes	Yes	Yes
	284	No	Some of them	No
	294	Yes	Yes	Yes
	304	Yes	Yes	Yes
	314	No	Some of them	Some of them
	324	Yes	No	Some of them
	334	Yes	Some of them	Some of them
	344	No	No	No
	354	Yes	Yes	Yes
	364	Yes	Yes	Yes
	374	Yes	Yes	Yes
	384	Yes	No	No
	394	No	No	No
	404	Yes	Some of them	Some of them
	414	No	Some of them	Some of them
	424	Yes	Some of them	No
	434	Yes	Yes	Yes
★	NULL	NULL	NULL	NULL

Formulario:

Google Keep

beatHop/API at main - DiegoRuque

Create Account

http://localhost:3000/user/create_account

Log In

BeatHop

Create Account

Enter Your Data

Name

Last Name

Email

Password

User Type

Gender

Age

Questions

Have you played any percussion instrument?

Can you identify the musical notes?

Can you identify all the different tempo notes?

Create Account

GAMERUNS Y LEVELS

Código:

<https://github.com/DiegoAraque21/BeatHop/blob/main/API/routes/gameRoutes.js>

Tabla Game Run:

Result Grid						
Filter Rows:						
	idGameRun	idUser	idLevel	score	deaths	tries
▶	24	84	4	80	5	3
	44	94	14	100	2	4
	54	94	24	60	9	5
	64	164	24	70	3	6
	74	194	4	30	5	1
	84	274	14	70	2	5
	94	144	4	80	7	8
	104	154	24	90	1	6
	114	154	24	20	8	2
	124	184	4	40	5	3
	134	214	14	50	5	3
	144	264	14	20	8	4
	154	294	24	10	9	7
	164	174	4	60	4	3
	184	84	4	70	3	6
	194	94	24	80	2	6
	204	134	14	80	2	9
	214	204	4	60	4	2
	224	184	24	90	1	6
	234	154	4	100	1	9
*	NULL	NULL	NULL	NULL	NULL	NULL

Thunder Client:

La creación de nuevos gameruns será desde el video juego pero todavía no está implementado. Por lo tanto se simularon las peticiones con thunder client.

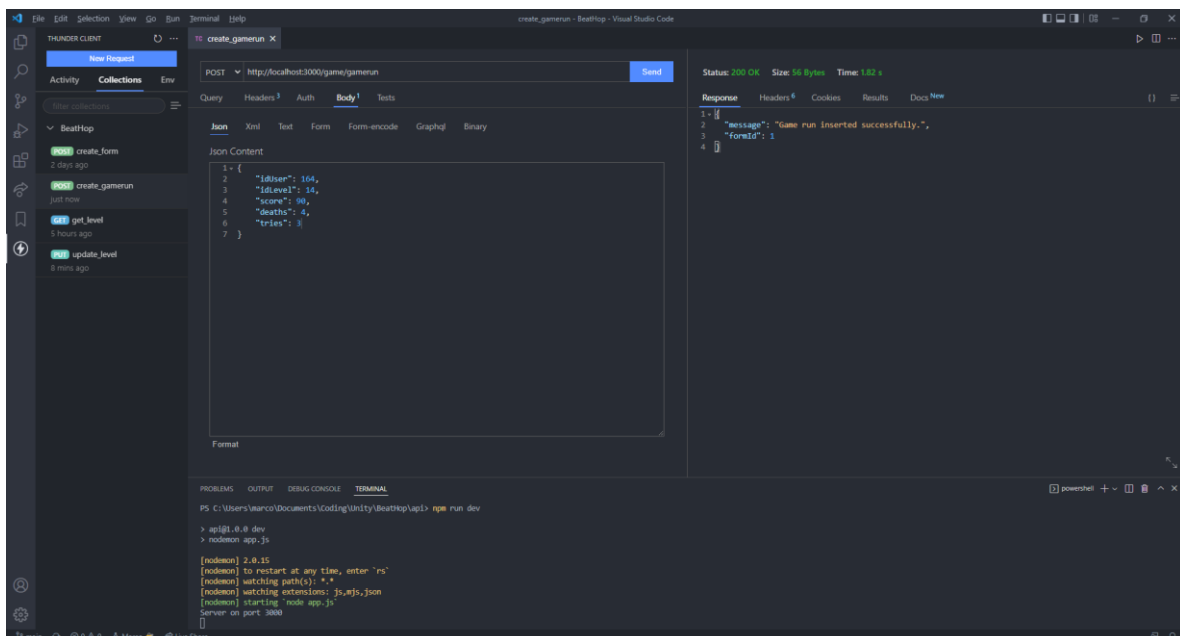


Tabla Level:

Solo habrá tres niveles, no habrá creación de nuevos niveles, solo habrá actualización de sus datos.

	idLevel	levelName	avgScore	totalDeaths	totalTries	amountGameRuns
	4	Mountains	65	34	38	8
	14	The City	64	19	25	5
	24	North Pole	60	33	38	7
*	NULL	NULL	NULL	NULL	NULL	NULL

Thunder Client:

