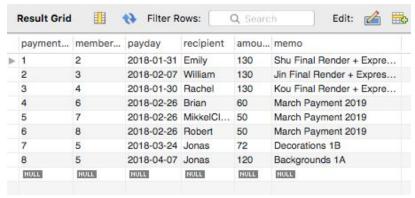
Rice Games Internship Session 3P

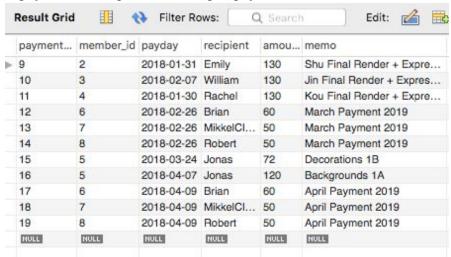
SQL Database Fundamentals
Anton Citko

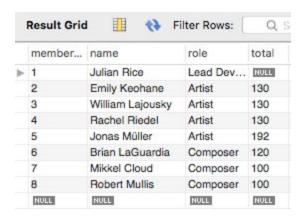
Payment Database

H. Original payment table:



- J. We should insert it into the payment table because that tracks each time money is paid, while the members table holds only one line for each member which is their meta information.
- K. Member and payment data updated with April payment:



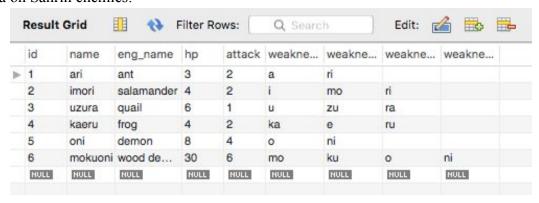


M. Generated tables with information on payment to different roles and the money status for individuals:



Enemy Database

P. Data on Sanrin enemies:



Q. Table on Sanrin enemies types based on HP:



- S. Weaknesses for enemies are determined by their name. Each weakness is a syllable that makes up a part of their name. For example, kaeru's weakness are, "ka," "e," and "ru."
- T. In order to use a SQL database in Unity, first, you need to create a database in the assets folder using the SQLite Browser. Then, you can add the necessary .def and .dll files for sqlite3 plugins and your SQL database. Finally, you add namespaces for system and sqlite and then you can create an object that is a connection to the database. Using that object, you can send the database queries to extract data.