

Rice Games Internship Session 3P


SQL Database Fundamentals


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Payment Database

H. Original payment table:


Result Grid






Filter Rows:

Edit:







	payment...	member...	payday	recipient	amou...	memo
▶ 1	2	2018-01-31	Emily	130	Shu Final Render + Expre...	
2	3	2018-02-07	William	130	Jin Final Render + Expres...	
3	4	2018-01-30	Rachel	130	Kou Final Render + Expre...	
4	6	2018-02-26	Brian	60	March Payment 2019	
5	7	2018-02-26	MikkelCl...	50	March Payment 2019	
6	8	2018-02-26	Robert	50	March Payment 2019	
7	5	2018-03-24	Jonas	72	Decorations 1B	
8	5	2018-04-07	Jonas	120	Backgrounds 1A	
	NULL	NULL	NULL	NULL	NULL	

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:


Result Grid








Filter Rows:

Edit:











payment...	member_id	payday	recipient	amou...	memo
9	2	2018-01-31	Emily	130	Shu Final Render + Expre...
10	3	2018-02-07	William	130	Jin Final Render + Expres...
11	4	2018-01-30	Rachel	130	Kou Final Render + Expre...
12	6	2018-02-26	Brian	60	March Payment 2019
13	7	2018-02-26	MikkelCl...	50	March Payment 2019
14	8	2018-02-26	Robert	50	March Payment 2019
15	5	2018-03-24	Jonas	72	Decorations 1B
16	5	2018-04-07	Jonas	120	Backgrounds 1A
17	6	2018-04-09	Brian	60	April Payment 2019
18	7	2018-04-09	MikkelCl...	50	April Payment 2019
19	8	2018-04-09	Robert	50	April Payment 2019
NULL	NULL	NULL	NULL	NULL	NULL

Result Grid   Filter Rows: <input type="text"/>			
member...	name	role	total
▶ 1	Julian Rice	Lead Dev...	NULL
2	Emily Keohane	Artist	130
3	William Lajousky	Artist	130
4	Rachel Riedel	Artist	130
5	Jonas Müller	Artist	192
6	Brian LaGuardia	Composer	120
7	Mikkel Cloud	Composer	100
8	Robert Mullis	Composer	100
NULL	NULL	NULL	NULL

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




Result Grid   Filter Rows: <input type="text"/>			
Role	Total Paid		
▶ Artist	582		

Result Grid   Filter Rows: <input type="text"/>			
Role	Total Paid		
▶ Composer	160		


Result Grid   Filter Rows: <input type="text"/>			
Name	Money Status		
▶ Julian Rice	Neds Way More		
Emily Keohane	Paid Well		
William Lajousky	Paid Well		
Rachel Riedel	Paid Well		
Jonas Müller	Paid Lots		
Brian LaGuardia	Neds Way More		
Mikkel Cloud	Neds Way More		
Robert Mullis	Neds Way More		

Enemy Database

P. Data on Sanrin enemies:

Result Grid   Filter Rows: <input type="text"/> Search Edit:   									
	id	name	eng_name	hp	attack	weakne...	weakne...	weakne...	weakne...
▶	1	ari	ant	3	2	a	ri		
	2	imori	salamander	4	2	i	mo	ri	
	3	uzura	quail	6	1	u	zu	ra	
	4	kaeru	frog	4	2	ka	e	ru	
	5	oni	demon	8	4	o	ni		
	6	mokuoni	wood de...	30	6	mo	ku	o	ni
	NULL	NULL	NULL	NULL	NULL	NULL	NULL	NULL	NULL

Q. Table on Sanrin enemies types based on HP:

Result Grid   Filter Rows: <input type="text"/>			
name	eng_name	type	
ari	ant	ZAKO	
imori	salamander	ZAKO	
uzura	quail	ZAKO	
kaeru	frog	ZAKO	
▶ oni	demon	ZAKO	
mokuoni	wood de...	BOSS	

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 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.