

# RAIDEN

## TECHNICAL DOCUMENTATION

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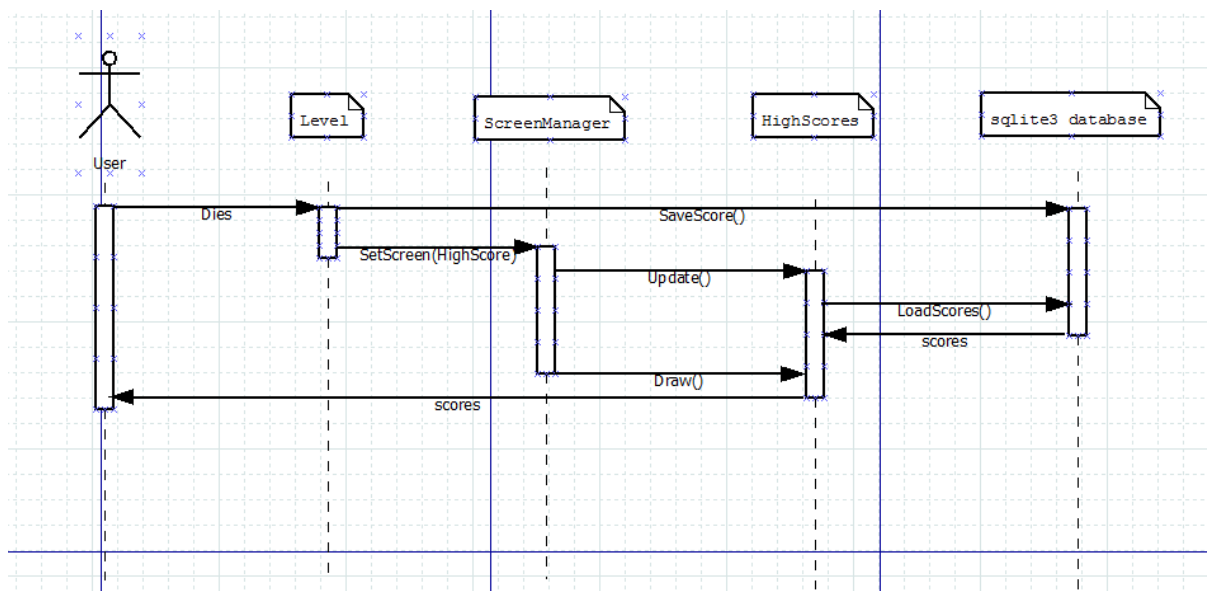
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## 1. Preface

The purpose of this document is to provide technical specification and information on the RAIDEN program/game.

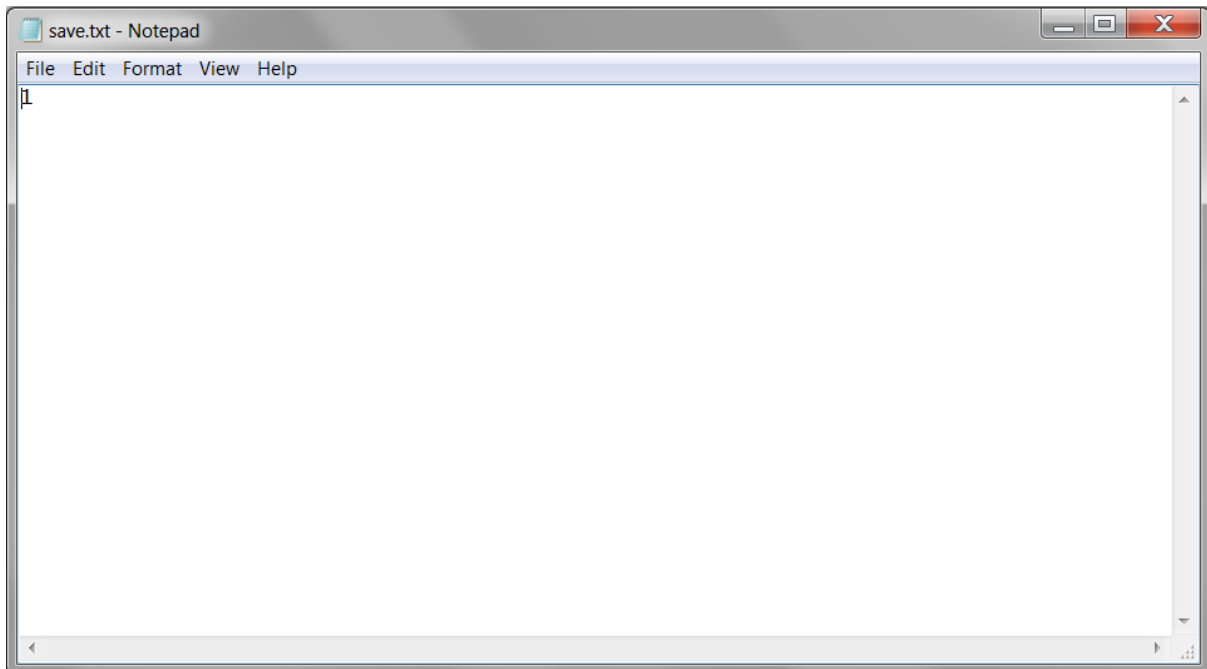
## 2. SQLite database

The SQLite database stores the highscores and their accompanying names. The database is called on by the program from the program to retrieve scores from the database and to save scores to the database. Interaction between the program and the SQLite database is shown in the sequence diagram below.



### 3. Save game file structure

Save game information is saved into a save.txt file. New save data overwrites any old save data. The information that the game saves is the identity of the current level that the player is on when they click the save button. The identity of the current level is a number from 0 – 2, 0 being level 1, 1 being level 2, and 2 being level 3. At the moment, no further information is stored inside the save.txt file.



Above is how the save.txt file is expected to look.