**SDSC5003 - Storing and Retrieving Data**

**Group Assignement**

Lecture Group No.: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ (**G1**- 9 to 12am /**G2** – 2 to 5pm)

Team No.: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ **(To be assigned by the tutor)**

|  | **Student No.** | **Student Full Name** | **Phone No.** | **E-mail Address** |
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| 5. |  |  |  |  |

**Title and brief description** **of content to be covered i.e. Track 1 or 2, with some reference on papers and similar applications**

Title: Mini Game Character & Inventory Management System  
Brief: Develop a web application using MySQL (database), Python/Flask (backend), and HTML/JS (frontend). It handles game character info (name, level, profession) and inventory (items, item-character associations). Prioritize database design (tables, relationships) and CRUD operations.

References: GitHub open-source game inventory systems, MySQL/Flask official docs.