Zakarie Ortiz

**Project Research**

My Project Application will be a guide/checklist/lfg (Looking for group) app for a game that recently came out but is gaining quite the popularity, the game being Remnant: From The Ashes (which will be referred to as Remnant throughout any further documentation for this project).

**Content Source**

The main two sources of content I will be using for the data for the guide and checklist portion of this application comes from a google doc and the wikia for Remnant. The google docs is not managed by me, but it contains all of the in-game data that I will need. Google Docs link: [Google Docs for Remnant Items](https://docs.google.com/spreadsheets/d/13MsebDen-YEfYTb_7z6eDVmj8FqCk9ywMb0orq79sOk/edit?usp=sharing). The wikia for Remnant: [Official Wikia Remnant From the Ashes](https://remnantfromtheashes.wiki.fextralife.com/Remnant+From+The+Ashes+Wiki). I will be creating a firebase database that will hold all of the items information’s, from the data sources listed above. The other portion of the content for this app is user provided and requires the users to make accounts and then create groups or search for other groups to play with, this data will be stored in the same firebase.

In regard to the image based content for the items, I am looking into ways of getting the images for the items, but I cannot say with certain that all that data will be available, so for now there is no plan for images in the app.

**Remote Data Storage Data Architecture**

For my remote data, I will have 8 tables, 6 are item based tables, and the last 2 are the users table and sessions table. The item based tables will hold the information on every item such as the name and where to find the item/unlock it. The users table is like a basic user table, id, password, username, and characters that the user has. The sessions table will hold any session that is created by any user, and allow other users to find and join that session. Below is the database structure diagram.

