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5-2 Milestone Four: Enhancement Three: Databases

CS-499

For this Milestone we needed to show our knowledge of databases. With my game being so simple it was a little hard to think of a way to incorporate a database structure into it. With the new high score leaderboard being saved locally I thought about adding a way to have the game send it’s data to an online server to gather many different users high scores but that would mean me having to either pay for a hosting service or have one set up here at home and always connected which would possibly open my network up to attacks. I did a little research and found that I can create a relay server that can have a multitude of SQL database use cases. After working on the code and finding help to have it working correctly I uploaded it to my github page but ultimately I didn’t know if that would satisfy the requirements so I went back to my code from my CS 340 Client Server Development class and pulled that code. The Animal Shelter project we did is a great way to display some database knowledge. That database set up used Jupiter Notebook to create graphics such as charts and tables as well as showing information on a map about an animal’s location. Jupiter Notebook was browser based. The information was contained within a noSQL database that we had to create CRUD functionality for. In my .ipynb for the dashboard that displays my information I had trouble getting it to actually display the map but here I fixed it. It was just a simple fix. Adding the geolocation chart code.

Here is a link to my GitHub for the class

https://github.com/DonaldStubbs/CS499