**Database Documentation**

The database is set up on a cloud hosted server ClearDB. The account details are as such

**Username**: [bryan-500088@hotmail.com](mailto:bryan-500088@hotmail.com)

**Password**: golaget123

The server settings are located in the Resources folder db\_server.cs of the source code. Currently, the account is on a free plan with a maximum of 4 connections and 20 megabytes storage. When logged into [www.ClearDB.com](http://www.ClearDB.com), there is an option to upgrade the current plan in which will provide more users per connection, more storage space and so forth. The database uses MySQL; all tables are created automatically if they do not exist within the database.

The user can create a profile from the main menu, log on and start playing through each game level. At the end of the game level, the settings are output to the database and can be viewed from the stats table in “view profile” menu option or can be exported to CSV to be viewed within an excel spread-sheet.

Users can create a new profile in which they have to mandatorily specify their username and password. Date of birth and gender are optional fields. After creating a profile, they have to log into their account.

When the user exits the application without logging out of the profile, they can re-enter the program in which automatically re-log them back in. This information is kept in the session.xml data.

**Problems and issues**

The db\_server.xml does not get compiled in its original .xml format in the resources folder where the executable files are. Hence it may not be possible to change the server settings via the xml file. The solution to this is to recompile for all projects which may not be desirable. The other is to upgrade the account to another plan.