1. **The relational model** is more appropriate
   Because SQL is the best database to employ when the relationship between data sets is well-defined and highly accessible.

2. **MongoDB** is more appropriate.
   Because NoSQL is a better choice for databases with more complicated, continuously changing data sets that require a flexible data model that does not need to be specified right away.

3. **MongoDB** is more appropriate.
   Because MongoDB provides for flexible and dynamic schemas since it incorporates document stores like JSON, which is a human-readable format made up of sets of label-value pairs and supports arrays and nested objects as values.

4. **Gaming**
   MongoDB database schema format
   User(userName, firstName, lastName, email, password, address)
   Car(userName, carName, carBrand, carID)
   Score(userName, Map, round, carName, time, score)

   I created a database schema for a racing game that includes a registration and login system that keeps track of how many vehicles each player owns. Also gathered will be the time and score of the players who competed in that Map and round.

5. Jakarin-Jojo/NoSQL-MongoDB_HW (github.com)