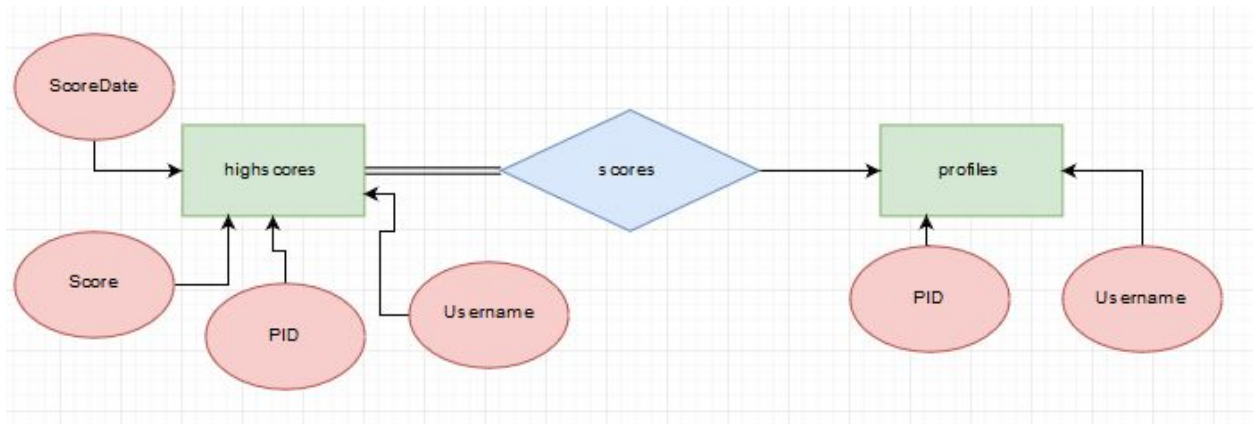


We will be using mySQL to log the high scores and names of the players. There will be a table for the high score which consists of the player name, a unique ID, date, and the scores. There will be a second table that creates the player names and makes their own unique ID so when a score is beat it will reload the score rather than make a new one.

Populating the database will be based on the players when they finished playing. This will be similar to arcade game's process for highscores.



SQL scripts on github (createtables.sql)