**Sample Test Data**

**Sample Data for achievementList**

INSERT INTO `achievementList` (`AchievementID`, `AchievementName`, `AchievementDescription`) VALUES

(1, 'First Escape', 'Successfully completed the first escape attempt.'),

(2, 'Master Thief', 'Stole all valuable items in a single game.'),

(3, 'Ghost Mode', 'Escaped without being detected.'),

(4, 'Speedrunner', 'Completed the game in under 5 minutes.'),

(5, 'Collector', 'Collected all items available in the game.');

**(This was populated using generative AI)**

**Sample Data for eventInfo**

INSERT INTO `eventInfo` (`EventID`, `EventName`, `EventType`, `Location`) VALUES

(1, 'Prison Break', 'Escape', 'Maximum Security Prison'),

(2, 'Dark Alley', 'Theft', 'Downtown District'),

(3, 'Abandoned Warehouse', 'Stealth', 'Industrial Zone'),

(4, 'Police Checkpoint', 'Action', 'City Outskirts'),

(5, 'Safe House', 'Hideout', 'Secret Location');

**(This was populated using generative AI)**

**Sample Data for gamesummary**

INSERT INTO `gamesummary` (`GameSummaryID`, `PlayerID`, `SessionID`, `AchievementID`, `DateofCompletion`, `Attempts`, `DifficultySelected`, `Scratches`, `LevelsCompleted`, `ItemsCollected`, `MoneySpent`) VALUES

(1, 1, 1, 1, UNIX\_TIMESTAMP(), 3, 2, 1, 5, 4, 50),

(2, 2, 2, 2, UNIX\_TIMESTAMP(), 5, 3, 2, 7, 6, 100),

(3, 3, 3, 3, UNIX\_TIMESTAMP(), 1, 1, 0, 3, 2, 20),

(4, 4, 4, 4, UNIX\_TIMESTAMP(), 2, 3, 1, 6, 5, 75),

(5, 5, 5, 5, UNIX\_TIMESTAMP(), 4, 2, 3, 8, 7, 200);

**(This was populated using generative AI)**

**Sample Data for itemInfo**

INSERT INTO `itemInfo` VALUES

(1, 'Hat', 'A worn-out prison cap. Offers no real protection.'),

(2, 'Money', 'Some smuggled cash. Might be useful for bribes.'),

(3, 'Paperclip', 'Looks harmless. Could be handy for a lock.'),

(4, 'Rusted Scalpel', 'Sharp, rusty, and probably dangerous.'),

(5, 'KnuckleDusters', 'Illegal and effective in close combat.'),

(6, 'Toothbrush', 'Your trusty toothbrush. Or is it shiv-ready?'),

(7, 'Family Photo', 'A photo of loved ones. Keeps morale up.'),

(8, 'Stone', 'A stone'),

(9, 'Bolt Cutters', 'Heavy-duty. Great for cutting through fences.'),

(10, 'keys', 'A set of old rusty prison keys, possibly useful for unlocking something.').

**(This was inserted by ourselves)**

**Sample Data for playerAchievements**

INSERT INTO `playerAchievements` (`PlayerID`, `AchievementID`) VALUES

(1, 1),

(1, 3),

(2, 2),

(3, 4),

(4, 5);

**(This was populated using generative AI)**

**INSERT INTO `playerInfo` VALUES**

(1, 'Timothy', 'Reid', 'treid@email.com', '123'),

(2, 'Jon ', 'Roberts', 'jr@email.com', '123'),

(3, 'Declan', 'McArdle', 'dm@email.com', '123'),

(4, 'Timothy', 'Reid', 'treid90@gmail.com', '123'),

(5, 'Jon', 'Roberts', 'jon@email.com', '123'),

(6, 'leroy', 'jenkins', 'lj@email.com', '123'),

(7, 'Tim', 'Reid', 'treid11@email.com', '123'),

(8, 'Timothy', 'Reid', 'treid100@qub.ac.uk', '123'),

(9, 'Timothy', 'Reid', 'treid123@email.com', '123'),

(11, 'tim', 'reid', 't@email.com', '123'),

(12, 'tim ', 'reid', 'treid1234@email.com', '123'),

(13, 'James', 'Blunt', 'jb@email.com', '123'),

(14, 'Timothy', 'Reid', 'tr110@email.com', '123'),

(15, 'James', 'Brown', 'jbrown@email.com', '123'),

(16, 'Timothy', 'Reid', 'treid22@email.com', '123'),

(17, 'Bob', 'Builder', 'bb@email.com', '123'),

(18, 'Timothy', 'reid', 'tr1123@email.com', '123'),

(19, 'Pickle', 'Rick', 'pr@email.com', '123'),

(20, 'Donald', 'Duck', 'dd@email.com', '123');

**(This was inserted by ourselves)**

**Sample Data for playerInventory**

INSERT INTO `playerInventory` VALUES

(4, 8, 1, NULL),

(6, 8, 1, NULL),

(20, 1, 1, NULL),

(20, 2, 1, NULL),

(20, 3, 1, NULL),

(20, 4, 1, NULL);

**(This was inserted by ourselves)**

**Sample Data for sessionInfo**

**INSERT INTO `sessionInfo` VALUES**

(1, NULL, 1, NULL),

(2, NULL, 2, NULL),

(3, NULL, 3, NULL),

(4, NULL, 4, NULL),

(5, NULL, 5, NULL),

(6, NULL, 5, NULL),

(7, NULL, 5, NULL),

(8, NULL, 6, NULL),

(9, NULL, 6, NULL),

(10, NULL, 6, NULL),

**(This was inserted by ourselves when logging in)**