

**Introducción:** Este proyecto consiste en la creación de un juego tipo dungeon cuya lógica está completamente basada en consultas SQL.

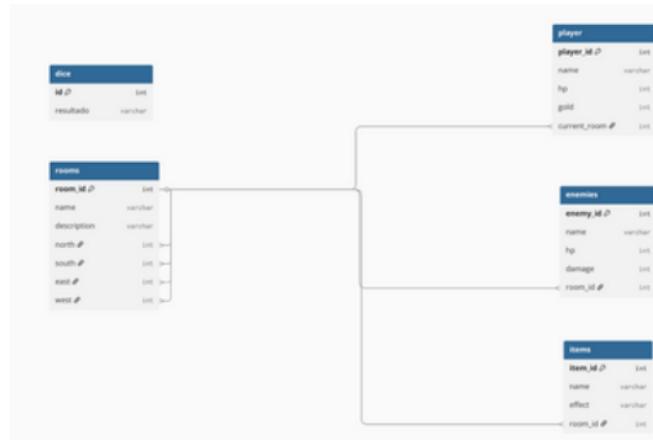
## Tecnología utilizada:

- XAMPP
- MySQL Workbench
- PHP
- HTML, CSS y JavaScript

**Descripción:** En el juego avanzas por salas, combates enemigos, recoges ítems y tienes que derrotar a un jefe final.

## Base de datos

La base de datos esta compuesta por tablas las cuales son player, rooms, enemies, items y dice, relacionadas entre sí para permitir el funcionamiento del juego.



# Creación de las tablas.

Las tablas del proyecto fueron creadas utilizando sentencias CREATE TABLE, definiendo correctamente sus claves primarias y relaciones entre ellas.

```
CREATE DATABASE dungeon_game;
USE dungeon_game;

CREATE TABLE rooms (
    room_id INT PRIMARY KEY AUTO_INCREMENT,
    name VARCHAR(50) NOT NULL,
    description VARCHAR(255),
    north INT,
    south INT,
    east INT,
    west INT,
    KEY (north),
    KEY (south),
    KEY (east),
    KEY (west)
);

CREATE TABLE player (
    player_id INT PRIMARY KEY AUTO_INCREMENT,
    name VARCHAR(50),
    current_room INT,
    hp INT DEFAULT 100,
    gold INT DEFAULT 0
);

CREATE TABLE enemies (
    enemy_id INT PRIMARY KEY AUTO_INCREMENT,
    name VARCHAR(50),
    hp INT,
    damage INT,
    room_id INT
);

CREATE TABLE items (
    item_id INT PRIMARY KEY AUTO_INCREMENT,
    name VARCHAR(50),
    effect VARCHAR(100),
    room_id INT
);
```

# Inserts dentro de las tablas.

Para inicializar el juego se utilizaron sentencias INSERT INTO que permiten definir el estado inicial del mapa, los enemigos, los ítems y el jugador.

Estos valores no se generan de manera aleatoria, ya que el mapa está diseñado previamente con el objetivo de que el jugador aprenda a optimizar rutas y estrategias mediante la repetición del juego.

```
INSERT INTO rooms (name, description) VALUES
('Entrada', 'El punto de inicio'),
('Pasillo', 'Un corredor oscuro'),
('Armería', 'Llena de armas viejas'),
('Sala de cofres', 'Hay un cofre misterioso'),
('Pre-jefe', 'La atmósfera es pesada'),
('Sala del Jefe', 'El enemigo final aguarda aquí');

UPDATE rooms SET north = 2 WHERE room_id = 1;
UPDATE rooms SET south = 1 WHERE room_id = 2;
UPDATE rooms SET east = 3 WHERE room_id = 2;
UPDATE rooms SET west = 4 WHERE room_id = 3;
UPDATE rooms SET north = 4 WHERE room_id = 2;
UPDATE rooms SET south = 2 WHERE room_id = 4;
UPDATE rooms SET north = 5 WHERE room_id = 4;
UPDATE rooms SET south = 4 WHERE room_id = 5;
UPDATE rooms SET north = 6 WHERE room_id = 5;
UPDATE rooms SET south = 5 WHERE room_id = 6;

INSERT INTO player (name, current_room) VALUES ('Jugador1', 1);

INSERT INTO enemies (name, hp, damage, room_id) VALUES
('Slime', 30, 5, 2),
('Esqueleto', 50, 10, 3),
('Mimic', 75, 12, 4),
('Mini-jefe', 120, 15, 5),
('Jefe Final', 200, 25, 6);

INSERT INTO items (name, effect, room_id) VALUES
('Poción', '+30 HP', 3),
('Cofre de Oro', '+50 GOLD', 4);
```

# Relación entre tablas para la creación del mapa y mecánicas.

```
ALTER TABLE rooms
    ADD CONSTRAINT fk_room_north FOREIGN KEY (north) REFERENCES rooms(room_id),
    ADD CONSTRAINT fk_room_south FOREIGN KEY (south) REFERENCES rooms(room_id),
    ADD CONSTRAINT fk_room_east FOREIGN KEY (east) REFERENCES rooms(room_id),
    ADD CONSTRAINT fk_room_west FOREIGN KEY (west) REFERENCES rooms(room_id);

ALTER TABLE player
    ADD CONSTRAINT fk_player_room FOREIGN KEY (current_room) REFERENCES rooms(room_id);

ALTER TABLE enemies
    ADD CONSTRAINT fk_enemy_room FOREIGN KEY (room_id) REFERENCES rooms(room_id);

ALTER TABLE items
    ADD CONSTRAINT fk_item_room FOREIGN KEY (room_id) REFERENCES rooms(room_id);
```

Las tablas del sistema están relacionadas mediante claves foráneas, lo que permite mantener la integridad de los datos y asegurar que los eventos del juego se ejecuten correctamente.

## Mecánicas principales.

Movimiento ( $x = \text{'north, south, east, west'}$ ):

UPDATE player

SET current\_room = (

SELECT x FROM rooms WHERE room\_id =

current\_room

)

WHERE (

SELECT x FROM rooms WHERE room\_id =

current\_room

) IS NOT NULL;

**Información:**

**Ver estado del jugador:**

```
SELECT * FROM player;
```

**Ver sala actual:**

```
SELECT *
FROM rooms
WHERE room_id = (SELECT current_room FROM player);
```

**Ver enemigos en la sala:**

```
SELECT *
FROM enemies
WHERE room_id = (SELECT current_room FROM player);
```

**Ver items en la sala:**

```
SELECT *
FROM items
WHERE room_id = (SELECT current_room FROM player);
```

**Combate:**

### Atacar enemigo (X = enemy\_id)

```
UPDATE enemies
SET hp = hp - 20
WHERE enemy_id = X
AND room_id = (SELECT current_room FROM player)
AND (
    SELECT resultado
    FROM dice
    WHERE id = FLOOR(RAND() * 6) + 1
) = 'golpe';
```

### Ataque del enemigo al jugador

```
UPDATE player
SET hp = hp - (
    SELECT damage
    FROM enemies
    WHERE enemy_id = X
    AND room_id = (SELECT current_room FROM player)
)
```

```
WHERE EXISTS (
    SELECT 1
    FROM enemies
    WHERE enemy_id = X
    AND room_id = (SELECT current_room FROM player)
)
AND (
    SELECT resultado
    FROM dice
    WHERE id = FLOOR(RAND() * 6) + 1
) = 'golpe';
```

## Interfaz web.

Se desarrolló una pagina web que permite ejecutar consultas sql, visualizar resultados y ver el manual de comandos.

## Limitaciones y alcance.

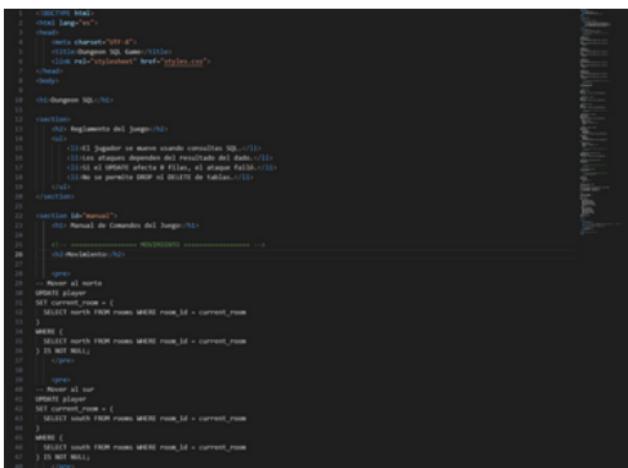
El proyecto funciona únicamente de manera local y no cuenta con seguridad avanzada.

# Execute.php



```
1 //php
2 // execute.php - maneja single y multi-statement
3 header('Content-Type: text/plain; charset=utf-8');
4
5 $host = "127.0.0.1";
6 $user = "root";
7 $password = "root";
8 $database = "ejercicio";
9
10 $conn = new mysqli($host, $user, $password, $database);
11 if ($conn->connect_error) {
12     http_response_code(500);
13     die("Error de conexión: " . $conn->connect_error);
14 }
15
16 $query = trim($_POST['query']) . " ";
17 if ($query === "" || $query[0] === "#") {
18     die("No se recibió ninguna query.");
19 }
20
21 // Seguridad básica: Bloquear comandos peligrosos
22 $prohibidos = ["drop", "truncate", "alter table", "create user", "grant", "revoke"];
23 $query = str_replace($prohibidos, "", $query);
24
25 $resultado = $conn->query($query);
26 if ($resultado === false) {
27     die("● Comando no permitido: " . $query);
28 }
29
30 // Helper para imprimir un result set en modo linea
31 function print_result($result) {
32     $out = "";
33     while ($row = $result->fetch_assoc()) {
34         $out .= json_encode($row, JSON_UNESCAPED_UNICODE) . "\n";
35     }
36     return $out;
37 }
38
39 // Si hay múltiples sentencias separadas por ";" vamos multi_query
40 if (strpos($query, ";") >= 0) {
41     // Asignación de que la última sentencia termina sin espacio superficial
42     $query = trim($query);
43     // Eliminamos el final de la cadena para que no haya espacio en blanco
44     if (substr($query, -1) === " ") $query = substr($query, 0, -1);
45
46     $output = "";
47     if ($conn->multi_query($query)) {
48         do {
49             $output .= print_result($conn->
```

# Index.html



```
1 <DOCTYPE HTML>
2 <html lang="es">
3     <head>
4         <meta charset="UTF-8">
5         <title>Juego SQL</title>
6         <link rel="stylesheet" href="styles.css">
7     </head>
8     <body>
9
10     <h1>Juego SQL</h1>
11
12     <h2>Reglamento del Juego</h2>
13     <ul>
14         <li>El jugador se maneja usando consultas SQL.</li>
15         <li>Los ataques dependen del resultado del ataque.</li>
16         <li>Si el ataque afecta al Fila, el ataque falla.</li>
17         <li>No se permite INSERT ni DELETE de tablas.</li>
18     </ul>
19
20     <h2>Instrucciones</h2>
21
22     <h3>Id "manual":</h3>
23     <ul>
24         <li>Manual de Comandos del Juego</li>
25         <li>----- INSTRUCCIONES -----</li>
26         <li>Movimiento:</li>
27             <ul>
28                 <li>up</li>
29                 <li>down</li>
30                 <li>left</li>
31                 <li>right</li>
32             </ul>
33         <li>Atacar al enemigo</li>
34         <li>Atacar player</li>
35     </ul>
36
37     <pre>
38     -- Mover al norte
39     UP&lt;enter>
40     SET current_row_id = (
41     SELECT max(row_id) FROM rows WHERE row_id > current_row
42 )
43 WHERE (
44     SELECT max(row_id) FROM rows WHERE row_id > current_row
45 ) IS NOT NULL
46     </pre>
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48     <pre>
49     -- Mover al sur
50     DOWN&lt;enter>
51     SET current_row_id = (
52     SELECT min(row_id) FROM rows WHERE row_id < current_row
53 )
54 WHERE (
55     SELECT min(row_id) FROM rows WHERE row_id < current_row
56 ) IS NOT NULL
57     </pre>
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59     <pre>
60     -- Mover al este
61     RIGHT&lt;enter>
62     SET current_row_id = (
63     SELECT max(row_id) FROM rows WHERE row_id < current_row
64 )
65 WHERE (
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67 ) IS NOT NULL
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1006     -- Atacar enemigo
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1014     </pre>
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1016     <pre>
1017     -- Atacar enemigo
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1060     <pre>
1061     -- Atacar enemigo
1062     ENEMY&lt;enter>
1063     SET current_enemy_id = (
1064     SELECT max(enemy_id) FROM enemies WHERE enemy_id > current_enemy_id
1065 )
1066 WHERE (
1067     SELECT max(enemy_id) FROM enemies WHERE enemy
```

# Script.js

```
1 script.js > ⌂ runQuery
2   function runQuery() {
3     const query = document.getElementById("queryInput").value;
4
5     fetch("execute.php", {
6       method: "POST",
7       headers: {
8         "Content-Type": "application/x-www-form-urlencoded"
9       },
10      body: "query=" + encodeURIComponent(query)
11    })
12    .then(response => response.text())
13    .then(data => {
14      document.getElementById("result").textContent = data;
15    })
16    .catch(error => {
17      document.getElementById("result").textContent = error;
18    });
19 }
```

# Style.css

```
1 body {
2   background-color: #f1f1f1;
3   color: #333333;
4   font-family: Consolas, monospace;
5   padding: 20px;
6 }
7
8 h1, h2 {
9   color: #4CAF50;
10 }
11
12 section {
13   border: 1px solid #000000;
14   padding: 10px;
15   margin-bottom: 20px;
16 }
17
18 textarea {
19   width: 100%;
20   height: 120px;
21   background-color: #f1f1f1;
22   color: #333333;
23   border: 1px solid #555555;
24   padding: 10px;
25 }
26
27 button {
28   background-color: #4CAF50;
29   color: #FFFFFF;
30   border: none;
31   padding: 10px 20px;
32   cursor: pointer;
33   margin-top: 10px;
34 }
35
36 button:hover {
37   background-color: #66CCFF;
38 }
39
40 pre {
41   background-color: #f1f1f1;
42   padding: 10px;
43   color: #333333;
44   overflow-x: auto;
45 }
```

# Resultado final

```
Dungeon SQL

Reglas del Juego
+ El Jefe es el enemigo principal. Se
  + Tiene que derrotar al Jefe para ganar la partida.
  + Si el jugador muere se pierde una vida.

Manual de Comandos del Juego
Misiones
+ GET MISSIONS
+ GET MISSIONS BY ID <id>
+ GET MISSIONS BY NAME <name>
+ GET MISSIONS BY STATE <state>
+ GET MISSION <id>
+ GET MISSION <id> BY NAME <name>
+ GET MISSION <id> BY STATE <state>
+ GET MISSIONS <filter>
+ GET MISSIONS <filter> <order>
+ GET MISSIONS <filter> <order> <limit>
+ GET MISSIONS <filter> <order> <limit> <start>

Información
+ GET INFORMATION
+ GET INFORMATION BY ID <id>
+ GET INFORMATION BY NAME <name>
+ GET INFORMATION BY STATE <state>
+ GET INFORMATION <id>
+ GET INFORMATION <id> BY NAME <name>
+ GET INFORMATION <id> BY STATE <state>
+ GET INFORMATION <filter>
+ GET INFORMATION <filter> <order>
+ GET INFORMATION <filter> <order> <limit>
+ GET INFORMATION <filter> <order> <limit> <start>
```

```
Información
+ GET INFORMATION
+ GET INFORMATION BY ID <id>
+ GET INFORMATION BY NAME <name>
+ GET INFORMATION BY STATE <state>
+ GET INFORMATION <id>
+ GET INFORMATION <id> BY NAME <name>
+ GET INFORMATION <id> BY STATE <state>
+ GET INFORMATION <filter>
+ GET INFORMATION <filter> <order>
+ GET INFORMATION <filter> <order> <limit>
+ GET INFORMATION <filter> <order> <limit> <start>

Canchas
+ GET AREAS
+ GET AREAS BY ID <id>
+ GET AREAS BY NAME <name>
+ GET AREAS BY STATE <state>
+ GET AREA <id>
+ GET AREA <id> BY NAME <name>
+ GET AREA <id> BY STATE <state>
+ GET AREA <filter>
+ GET AREA <filter> <order>
+ GET AREA <filter> <order> <limit>
+ GET AREA <filter> <order> <limit> <start>

Personas
+ GET PERSONS
+ GET PERSONS BY ID <id>
+ GET PERSONS BY NAME <name>
+ GET PERSONS BY STATE <state>
+ GET PERSON <id>
+ GET PERSON <id> BY NAME <name>
+ GET PERSON <id> BY STATE <state>
+ GET PERSON <filter>
+ GET PERSON <filter> <order>
+ GET PERSON <filter> <order> <limit>
+ GET PERSON <filter> <order> <limit> <start>
```

```
Tareas
+ GET TASKS
+ GET TASKS BY ID <id>
+ GET TASKS BY NAME <name>
+ GET TASKS BY STATE <state>
+ GET TASK <id>
+ GET TASK <id> BY NAME <name>
+ GET TASK <id> BY STATE <state>
+ GET TASK <filter>
+ GET TASK <filter> <order>
+ GET TASK <filter> <order> <limit>
+ GET TASK <filter> <order> <limit> <start>

Personas
+ GET PERSONS
+ GET PERSONS BY ID <id>
+ GET PERSONS BY NAME <name>
+ GET PERSONS BY STATE <state>
+ GET PERSON <id>
+ GET PERSON <id> BY NAME <name>
+ GET PERSON <id> BY STATE <state>
+ GET PERSON <filter>
+ GET PERSON <filter> <order>
+ GET PERSON <filter> <order> <limit>
+ GET PERSON <filter> <order> <limit> <start>

Iniciar Partida
+ GET MATCHES
+ GET MATCHES BY ID <id>
+ GET MATCHES BY NAME <name>
+ GET MATCH <id>
+ GET MATCH <id> BY NAME <name>
+ GET MATCH <id> BY STATE <state>
+ GET MATCH <filter>
+ GET MATCH <filter> <order>
+ GET MATCH <filter> <order> <limit>
+ GET MATCH <filter> <order> <limit> <start>

Consulta SQL
```

El resultado final es un juego funcional controlado únicamente mediante consultas SQL, integrando una interfaz web para facilitar su uso y visualización.

