Project Charter

Kneel DB, Version 1

# Description

Kneel DB is a dead-easy way to start storing and retrieving data. It is not intended to be powerful, highly concurrent, SQL-compliant. It is intended to be ridiculously easy to start using with absolutely no setup required to start using.

There are already many established, powerful, robust databases in the world. Kneel DB is not intended to compete with those heavy-hitters. There are already many established, simple, low-barrier-to-entry databases in the world. Kneel DB is not intended to compete with any of those. But if you want a database that is just stupid-easy for your application to start using (for example, just include a library in your application, and you’re done), then you could do worse than Kneel DB.

Additionally, Kneel DB is a way for me to learn. I may change the database’s architecture and technical approaches over time. Not because it is strictly necessary to improve the application, but because I want to learn new things. I will try to respect backwards compatibility whenever possible.

Enjoy!

# Requirements

* Dead easy to start using. Just include it in your program, and start getting and setting data instantly
* Allow as many defaults and auto-settings as possible. Make configuration assumptions, but allow the user to specify actual configurations if they want
* First priority is on simplest possible starting point for the user

# Observations

* Speed, concurrency, relationships are not a priority for version 1

# Possible Future Improvements

* Proper SQL processor
* Try different sorting algorithms, both for learning and for fun (to see how they work)
* Provide an administrator