## **Payment Database**

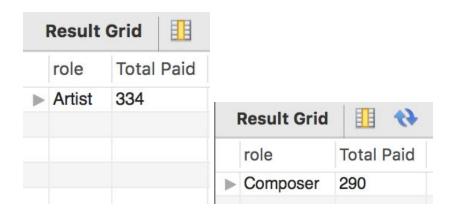
H.

Result Grid	Filter Rows: Q Search				Edit: 🚄 🖶 🖶 Export/Impor			
payment_id	member_id	payday	recipient	amount	memo			
▶ 1	4	2018-01-31	Emily	130	Shu Final Render+ Expressions			
2	2	2018-02-07	Aren	130	Jin Final Render+ Expressions			
3	3	2018-01-30	Amanda	130	Kou Final Render+ Expressions			
4	4	2018-02-26	Emily	60	Kou Final Render+ Expressions			
5	8	2018-02-26	Mikkel	50	March Payment			
6	9	2018-02-26	Robert	50	March Payment 2019			
7	5	2018-03-24	Jonas	72	Decorations 1B			
8	5	2018-04-07	Jonas	72	Backgrounds 1A			
NULL	NULL	NULL	NULL	NULL	NULL			

K.

member_id	name	role	Tota
1	Julian	Leader	HULL
2	Aren	Programmer	130
3	Amanda	Programmer	130
4	Emily	Artist	190
5	Jonas	Artist	144
6	Samantha	Intern	HULL
7	Brian	Composer	190
8	Mikkel	Composer	50
9	Robert	Composer	50
NULL	NULL	NULL	NULL

M.





## **Enemies Database**

P.

player_name	eng_name	hp	attack	weakness1	weakness2	weakness3	weakness4
ari	ant	3	2	а	ri	NULL	NULL
imori	salamander	4	2	a	i	mo	ri
uzura	quail	6	1	u	zu	ra	HULL
kaeru	frog	4	2	ka	е	ru	HULL
oni	demon	8	4	O	ni		
mokuoni	wooden de	30	6	mo	ku	0	ni
NULL	NULL	NULL	NULL	NULL	NULL	NULL	NULL

Q. Export: Q Search **Result Grid** Filter Rows: player\_name eng\_name type ▶ ari ant ZAKO imori salamander ZAKO uzura quail ZAKO ZAKO kaeru frog demon ZAKO oni mokuoni wooden demon BOSS

- **S**. How are weaknesses determined for the enemies in Sanrin?

  Weaknesses are determined by the Hiragana characters in the enemies name.
- **T**. How can a developer connect an SQL database to the Unity engine? Write at least 4-5 sentences describing how this would be done at a relatively high level (concepts not code).

https://stackoverflow.com/questions/39140068/how-to-connect-to-database-from-unity https://medium.com/@rizasif92/sqlite-and-unity-how-to-do-it-right-31991712190

## Parsing with csv

See parser-a.py