Payment Database

H.

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

M.

Result Grid

role	Total Paid
Artist	334

Result Grid

role	Total Paid
Composer	290

name	Money Status
Julian	NULL
Aren	Paid Well
Amanda	Paid Well
Emily	Paid Well
Jonas	Paid Well
Samantha	NULL
Brian	Paid Well
Mikkel	Paid Lots
Robert	Paid Lots

Enemies Database

P.

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

Q.

player_name	eng_name	type
ari	ant	ZAKO
imori	salamander	ZAKO
uzura	quail	ZAKO
kaeru	frog	ZAKO
oni	demon	ZAKO
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