

## Milestone Two Summary (25/05/2022)

For this milestone, the DML and a console app code were written to test the games functionality. The following technologies were used during this milestone

- JetBrains Rider
- GitHub

After noticing some ways I could improve my database tables, I began making changes with MySQLWorkbench. After getting some errors and bugs that interrupted progress, I investigated different editors to use with MySQL. JetBrains Rider became an interesting choice because I also needed to work on the console app with C#.

After switching to Rider, the process became a lot smoother and troubleshooting became much easier. Rider has great error messaging and linting options.

I rewrote the tables first. Then wrote the DML and some simple tests to make sure they were functioning. After mostly completing the DML I wrote a simple console app to demonstrate the DMLs functionality.

There are still some problems with the DML that are being looked at, but I have run out of time and need to focus on other classwork. The console app works, but a few of the options available fail or hang without completion.