Database

Server name: gameslam.database.windows.net

Admin: Admin01

Pwd: Welcome1

Db size: 250GB

SQL Server Management Studio

<https://msdn.microsoft.com/en-us/library/mt238290.aspx>

connection string:

ADO.NET

Server=tcp:gameslam.database.windows.net,1433;Initial Catalog=GameSlamDB;Persist Security Info=False;User ID={your\_username};Password={your\_password};MultipleActiveResultSets=False;Encrypt=True;TrustServerCertificate=False;Connection Timeout=30;

ODBC (Includes Node.js) [SQL authentication]

Driver={ODBC Driver 13 for SQL Server};Server=tcp:gameslam.database.windows.net,1433;Database=GameSlamDB;Uid=Admin01@gameslam;Pwd={your\_password\_here};Encrypt=yes;TrustServerCertificate=no;Connection Timeout=30;

Blob storage

Blob Storage stores unstructured object data. A blob can be any type of text or binary data, such as a document, media file, or application installer. Blob storage is also referred to as Object storage.

https://azure.microsoft.com/en-us/documentation/articles/storage-introduction/

https://azure.microsoft.com/en-us/documentation/articles/storage-create-storage-account/

<https://azure.microsoft.com/en-us/documentation/articles/storage-dotnet-how-to-use-blobs/>

<https://azure.microsoft.com/en-us/documentation/articles/storage-blob-storage-tiers/#pricing-and-billing>

Name:

<https://gameslamblob.blob.core.windows.net/>

keys:

* mJM1+mBQQP/xdfmBN0rORGZnrVOw18uLZ/za88L55gTqoODyqQ3lzYL/RKY9MsB9vapxUYZcsYFk8y3R1Yn2DA==
* hMqmJAtfSRUYmaFZDNSPHe8aXt7ehefwpi9SbM5eI6eb3CBg0n31OIV5qw9Nk/Q0fVCuT41i1V/R7THcqy75nA==

Continuous deployment:

<https://azure.microsoft.com/en-us/documentation/articles/app-service-deploy-local-git/>

name: GameSlam007.azurewebsites.net

site link: <http://gameslam007.azurewebsites.net/>