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Flask, Project 7

1) Sessions:

The session's table has three categories. The first two were recommended by Russ which was the sessionID and username. SessionID was generated with the hex string code and used as the primary key. Then the last category in the table was the expiration date that was later used to see which sessions were active.

2) Games:

Then comes the games table, it is just as simple as the session's table. It holds five categories including the auto incremented id which was used as the primary key. Next is player 1's id and user, player 2's id and user. The id's were foreign keys in the session's table because we only wanted to select the players that are still active. I didn't delete the cookies but I instead just disregarded the session's that were past the expiration date. The names were used on the page after choosing your opponents so it can easily print out a table.

3) Moves:

This is a very basic game of rock paper scissors, so this table recorded the results of what the two players chose. With a little bit logic, it computes the winner of the two also. This stores the winner and is later used to print out. It's going to store every move also just like Russ's third table but if there's a tie, it just goes again. So move's is going to be larger than games.