

Mini-World Summary:

Funglsle is a simplified representation of a real-world uprising. Because the project obviously can't store every possible aspect of the mini world, I decided on storing just the most relevant data that the game would need to seem fun and realistic while remaining simple enough to fit within the project's development time constraint. Funglsle's main entities of interest are the villages on the island that are, at the beginning of the game, controlled by the Saladorians; the humans (including the villains, heroes, and villagers) who live on the island and will participate in the conflict; animals (who are pets of the humans) and participate in the conflict to help out their masters; food (to regenerate health for the humans); vehicles for human transport; and, of course, weapons for the humans to wage war with.

Database Tables Summary:

There are six main tables which are Human, Weapon, Village, Vehicle, Animal, and Food. In addition, there are three complementary tables which are Human_has_Food, Animal_has_Food, and Human_fights_Human. Each of these tables will have appropriate attributes to properly describe the entities.

Application Programs Summary:

There are six main application programs, but within these are even more sub-applications. The first application is the database query input bar which allows users experienced in MySQL to query the database for any information they may want but restricts them to select statements. The second is a move feature that allows users to send the heroes to different place on Funglsle. The third is the attack feature that allows users to send their heroes into battle. The fourth is the scavenge feature that allows users to send their heroes out to find food, and the fifth is the eat feature which gives users the ability to feed their heroes food to regenerate some of the heroes' health. The sixth is the reset-database application which simple reverts the database tables to their defaults.