My project idea is a 3D first-person game made in the Unity Engine. It would be a stealth game with guidance from other stealth games such as the “Thief” series. My plan for the database would be to store the player scores when they complete each level, time it took to complete, and the times alerted enemies, among others. For the internet connection, I would like to host the game on a web sever so that the game can be played in a web browser, as well as hosting and connecting to the database.