# Rebel Scrum: Milestone 2

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Project: MobileMaker

Our primary database will be used to store all the information needed to construct the levels that users in our game will create. The database is simply titled 'Maker_Game' and consist of 3 tables. The first, named 'Levels', houses all the information on that accompanies the actual content of the level. This includes the ID number, creator name, date of publish, high score, and the overall rating of the level. The ID number present in 'Levels' is used to reference the other two tables. The second table is 'platforms' which consists of and ID number and a geometry column. The table will be populated with polygons that represent the various shapes that will make up the level terrain and each polygon will have an ID number that associates with the level that it is in. The third table functions similarly, but it is composed of simple points that represent the location of coins that the player must collect to complete the level. Located below are the links to our database files and an ER diagram of our database. The population file isn't completely functional because we haven't finished the level generator feature of our game which will be the method by which the database is populated.

ER Diagram
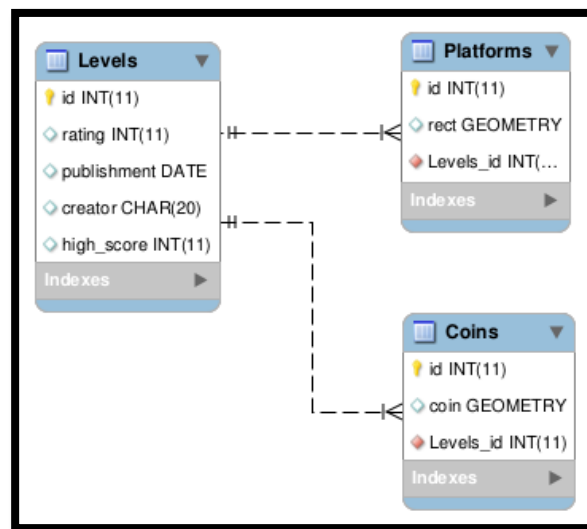
File Links

Table Creation:

https://github.com/chda6313/3308SemesterProject_Sp2017/blob/master/Maker_Game.sql

Table Population:

https://github.com/chda6313/3308SemesterProject_Sp2017/blob/master/SQLInsertHandler.php