**DBMS STUDENT PROJECT REPORT**

**ACADEMIC YEAR 2023-24**

**Project Title:**

|  |
| --- |
| Dataoria |

**Students:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Sr. No.** | **Student Name** | **Enrolment No** | **Sem / Course** |
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**GitHub Project Link:**

|  |
| --- |
| https://github.com/d1nlas/Dataoria.git |

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**UNITEDWORLD SCHOOL OF COMPUTATIONAL INTELLIGENCE**

**KARNAVATI UNIVERSITY**

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**Introduction**

Fore note: Dataoria is a Vision with unlimited possibilities, however due to time constraints the data is just enough for the whole thing to work. If developed into a full-fledged software it can do wonders.

Once upon a time on the mysterious island of Dataoria, a young adventurer named Alice found herself lost in a dense forest. As she ventured deeper into the woods, she stumbled upon a hidden cave entrance. Curiosity got the best of her, and she decided to explore the dark depths of the cave. Inside, she discovered a magnificent chamber filled with ancient scripts and enigmatic symbols, known as the Chamber of Scripts. In the center of the chamber, there was a pedestal with a peculiar-looking scroll. The scroll was made of parchment but had inscriptions on it. As she approached, the scroll emitted a soft, inviting glow. Alice, with a background in computer science, recognized the inscriptions. The first challenge was to unravel the mystery of the hidden room revealed by a shifting stone wall in the Chamber of Scripts. But her journey had just begun.

As Alice explored further, she encountered various obstacles that required her problem-solving skills. In the Hidden Room, she faced a chest with a code lock. The path through the Dark Maze led to a fork where she had to choose the correct path. In the Enchanted Forest, she discovered a riddle on a tree. These challenges were just the beginning of her adventure.

Each obstacle presented a unique puzzle to solve, and the island of Dataoria revealed more mysteries with every step. With determination and a keen eye, Alice navigated through the island, unlocking the secrets hidden within the enigmatic scripts and symbols. As she delved deeper into the cave, she realized that Dataoria's secrets were intricately tied to her problem-solving skills. The island itself was a place where imagination intertwined with reality in an enchanting journey. In the end, Alice didn't just find her way out of the forest but also discovered the true power of critical thinking and creativity in an adventure beyond her wildest dreams. The obstacles she encountered had not only been challenges but keys to unlocking the mysteries of Dataoria.

Complete set of tables and obstacles for the game:

\*Database Schema:\*

1. \*Locations Table:\*

- LocationID (Primary Key)

- Name (e.g., Cave Entrance, Chamber of Scripts)

- Description

- Climate (e.g., Dark, Humid, Windy)

- Special Feature (e.g., Whispering Statues, Waterfall Oasis)

2. \*Riddles Table:\*

- RiddleID (Primary Key)

- Riddle

- Answer

3. \*Maze Table:\*

- MazeID (Primary Key)

- Way

- LocationID (Foreign Key)

- Status

4. \*Mirror Symbols Table:\*

- SymbolID (Primary Key)

- Symbol

- Correct

- LocationID (Foreign Key)

5. \*Scrolls Table:\*

- ScrollID (Primary Key)

- Status

- Keyword (e.g., SECRET, WISDOM, POWER)

- LocationID (Foreign Key)

6. \*Bridge Parts Table:\*

- BridgePartID (Primary Key)

- Status (e.g., INTACT, BROKEN)

- LocationID (Foreign Key)

7. \*Puzzle Pieces Table:\*

- PuzzlePieceID (Primary Key)

- Description

- Status (e.g., MISSING, FOUND)

- LocationID (Foreign Key)

8. \*Books Table:\*

- BookID (Primary Key)

- Title

- Position

- LocationID (Foreign Key)

9. \*SecretDoors Table:\*

- DoorID (Primary Key)

- KeyType

- Status (e.g., LOCKED, UNLOCKED)

- LocationID (Foreign Key)

10. \*Statues Table:\*

- StatueID (Primary Key)

- Description

- LocationID (Foreign Key)

11. \*Crystals Table:\*

- CrystalID (Primary Key)

- Color

- Sequence (e.g., Triangle, Square, Circle)

- LocationID (Foreign Key)

12. \*Combination Locks Table:\*

- LockID (Primary Key)

- Combination

- Status (e.g., LOCKED, UNLOCKED)

- LocationID (Foreign Key)

13. \*TorchPositions Table:\*

- TorchID (Primary Key)

- Position

- Status (e.g., LIT, UNLIT)

- LocationID (Foreign Key)

14. \*Constellations Table:\*

- ConstellationsID (Primary Key)

- Name

- Shape

- LocationID (Foreign Key)

15. \*Alter:\*

- AltarID (Primary Key)

- Arrangement

- Sequence

- LocationID (Foreign Key)

**Tables With Dummy Data**

Location Table

|  |  |
| --- | --- |
| **LOCATIONID** | **NAME** |
| **1** | **Chamber of Scripts** |
| **2** | **Hidden Room** |
| **3** | **Dark Maze** |
| **4** | **Broken Bridge** |
| **5** | **Grand Hall** |
| **6** | **Library of Knowledge** |
| **7** | **Ancient Mirror Chamber** |
| **8** | **Secret Room of Scrolls** |
| **9** | **The Abandoned Abyss** |
| **10** | **Throne Room** |
| **11** | **Crystel Cavern** |
| **12** | **The Oasis** |
| **13** | **Whispering Woods** |
| **14** | **Starlight passage** |
| **15** | **Ethereal Bridge** |
| **16** | **Hidden Treasure Vault** |

**Maze Table**

|  |  |  |  |
| --- | --- | --- | --- |
| **MAZEID** | **WAY** | **LOCATIONID** | **STATUS** |
| **1** | **Left** | **3** | **BLOCKED** |
| **2** | **Right** | **3** | **UNBLOCKED** |

**Symbol Table**

|  |  |  |  |
| --- | --- | --- | --- |
| **SYMBOLID** | **SYMBOL** | **CORRECT** | **LOCATIONID** |
| **1** | **âœ»** | **TRUE** | **7** |
| **2** | **â†** | **FALSE** | **7** |
| **3** | **âœ·** | **FALSE** | **7** |
| **4** | **â‚** | **FALSE** | **7** |
| **5** | **â‚** | **FALSE** | **7** |
| **6** | **à¯¹** | **FALSE** | **7** |

**Riddle Table**

|  |  |  |
| --- | --- | --- |
| **RIDDLEID** | **RIDDLE** | **ANSWER** |
| **1** | **I speak without a mouth and hear without ears. I have no body, but I come alive with the wind. What am I?** | **XXXX** |
| **2** | **What has a beginning, a middle, and an end, but is also infinite?** | **XXXX** |

**Scroll Table**

|  |  |  |  |
| --- | --- | --- | --- |
| **SCROLLID** | **STATUS** | **KEYWORD** | **LOCATIONID** |
| **1** | **Encrypted** | **SECRET** | **8** |

**Door Table**

|  |  |  |  |
| --- | --- | --- | --- |
| **DOORID** | **KEYTYPE** | **STATUS** | **LOCATIONID** |
| **1** | **Silver Key** | **LOCKED** | **1** |
| **2** | **Gold Key** | **LOCKED** | **6** |
| **3** | **Lever** | **LOCKED** | **10** |

**Statue Table**

|  |  |  |
| --- | --- | --- |
| **STATUEID** | **DESCRIPTION** | **LOCATIONID** |
| **1** | **Whispering Statue** | **13** |

**Torch Table**

|  |  |  |  |
| --- | --- | --- | --- |
| **TORCHID** | **POSITION** | **STATUS** | **LOCATIONID** |
| **1** | **Correct** | **Unlit** | **11** |

**Book Table**

|  |  |  |  |
| --- | --- | --- | --- |
| **BOOKID** | **TITLE** | **POSITION** | **LOCATIONID** |
| **1** | **Inferno** | **1** | **6** |
| **2** | **Origin** | **2** | **6** |
| **3** | **The Da Vinci Code** | **3** | **6** |
| **4** | **The Lost Symbol** | **4** | **6** |
| **5** | **Angels &amp; Demons** | **5** | **6** |

**Altar Table**

|  |  |  |  |
| --- | --- | --- | --- |
| **ALTARID** | **LOCATIONID** | **ARRANGEMENT** | **SEQUENCE** |
| **1** | **13** | **Incorrect** | **Water Earth Fire Air** |

**Crystal Table**

|  |  |  |  |
| --- | --- | --- | --- |
| **CRYSTALID** | **COLOR** | **SEQUENCE** | **LOCATIONID** |
| **1** | **Blue** | **Incorrect** | **11** |
| **2** | **Red** | **Incorrect** | **11** |
| **3** | **Green** | **Incorrect** | **11** |
| **4** | **Yellow** | **Incorrect** | **11** |
| **5** | **Opal** | **Incorrect** | **11** |

**Constellation Table**

|  |  |  |  |
| --- | --- | --- | --- |
| **CONSTELLATIONID** | **NAME** | **SHAPE** | **LOCATIONID** |
| **1** | **Leo** | **Connected Stars** | **14** |
| **2** | **Aries** | **Connected Stars** | **14** |
| **3** | **Orion** | **Connected Stars** | **14** |
| **4** | **Tauras** | **Connected Stars** | **14** |
| **5** | **Cancer** | **Connected Stars** | **14** |

**Lock Table**

|  |  |  |  |
| --- | --- | --- | --- |
| **LOCKID** | **COMBINATION** | **STATUS** | **LOCATIONID** |
| **1** | **1997** | **LOCKED** | **2** |
| **2** | **1234** | **LOCKED** | **12** |
| **3** | **1414** | **LOCKED** | **16** |

**BridgePart Table**

|  |  |  |
| --- | --- | --- |
| **BRIDGEPARTID** | **STATUS** | **LOCATIONID** |
| **1** | **Broken** | **4** |

**SQL Commands**

CREATE TABLE Locations (

    LocationID INT GENERATED BY DEFAULT ON NULL AS IDENTITY PRIMARY KEY,

    Name VARCHAR(255)

);

CREATE TABLE Riddles (

    RiddleID INT GENERATED BY DEFAULT ON NULL AS IDENTITY PRIMARY KEY,

    Riddle varchar(16000),

    Answer VARCHAR(255)

);

CREATE TABLE Maze (

    MazeID INT GENERATED BY DEFAULT ON NULL AS IDENTITY PRIMARY KEY,

    Way VARCHAR(255),

    LocationID INT,

    Status VARCHAR(20)

);

ALTER TABLE Maze

ADD FOREIGN KEY (LocationID) REFERENCES Locations(LocationID);

CREATE TABLE MirrorSymbols (

    SymbolID INT GENERATED BY DEFAULT ON NULL AS IDENTITY PRIMARY KEY,

    Symbol VARCHAR(50),

    Correct VARCHAR(50),

    LocationID INT

);

ALTER TABLE MirrorSymbols

ADD FOREIGN KEY (LocationID) REFERENCES Locations(LocationID);

CREATE TABLE Scrolls (

    ScrollID INT GENERATED BY DEFAULT ON NULL AS IDENTITY PRIMARY KEY,

    Status varchar(16000),

    Keyword VARCHAR(50),

    LocationID INT

);

ALTER TABLE Scrolls

ADD FOREIGN KEY (LocationID) REFERENCES Locations(LocationID);

CREATE TABLE BridgeParts (

    BridgePartID INT GENERATED BY DEFAULT ON NULL AS IDENTITY PRIMARY KEY,

    Status VARCHAR(20),

    LocationID INT

);

ALTER TABLE BridgeParts

ADD FOREIGN KEY (LocationID) REFERENCES Locations(LocationID);

CREATE TABLE PuzzlePieces (

    PuzzlePieceID INT GENERATED BY DEFAULT ON NULL AS IDENTITY PRIMARY KEY,

    Description varchar(16000),

    Status VARCHAR(20),

    LocationID INT

);

ALTER TABLE PuzzlePieces

ADD FOREIGN KEY (LocationID) REFERENCES Locations(LocationID);

CREATE TABLE Books (

    BookID INT GENERATED BY DEFAULT ON NULL AS IDENTITY PRIMARY KEY,

    Title VARCHAR(255),

    Position VARCHAR(50),

    LocationID INT

);

ALTER TABLE Books

ADD FOREIGN KEY (LocationID) REFERENCES Locations(LocationID);

CREATE TABLE SecretDoors (

    DoorID INT GENERATED BY DEFAULT ON NULL AS IDENTITY PRIMARY KEY,

    KeyType varchar(16000),

    Status VARCHAR(20),

    LocationID INT

);

ALTER TABLE SecretDoors

ADD FOREIGN KEY (LocationID) REFERENCES Locations(LocationID);

CREATE TABLE Statues (

    StatueID INT GENERATED BY DEFAULT ON NULL AS IDENTITY PRIMARY KEY,

    Description varchar(16000),

    LocationID INT

);

ALTER TABLE Statues

ADD FOREIGN KEY (LocationID) REFERENCES Locations(LocationID);

CREATE TABLE Crystals (

    CrystalID INT GENERATED BY DEFAULT ON NULL AS IDENTITY PRIMARY KEY,

    Color VARCHAR(50),

    Sequence VARCHAR(50),

    LocationID INT

);

ALTER TABLE Crystals

ADD FOREIGN KEY (LocationID) REFERENCES Locations(LocationID);

CREATE TABLE CombinationLocks (

    LockID INT GENERATED BY DEFAULT ON NULL AS IDENTITY PRIMARY KEY,

    Combination VARCHAR(20),

    Status VARCHAR(20),

    LocationID INT

);

ALTER TABLE CombinationLocks

ADD FOREIGN KEY (LocationID) REFERENCES Locations(LocationID);

CREATE TABLE TorchPositions (

    TorchID INT GENERATED BY DEFAULT ON NULL AS IDENTITY PRIMARY KEY,

    Position VARCHAR(20),

    Status VARCHAR(20),

    LocationID INT

);

ALTER TABLE TorchPositions

ADD FOREIGN KEY (LocationID) REFERENCES Locations(LocationID);

CREATE TABLE Constellations (

    ConstellationID INT GENERATED BY DEFAULT ON NULL AS IDENTITY PRIMARY KEY,

    Name VARCHAR(255),

    Shape VARCHAR(255),

    LocationID INT

);

ALTER TABLE Constellations

ADD FOREIGN KEY (LocationID) REFERENCES Locations(LocationID);

CREATE TABLE Altar (

    AltarID INT GENERATED BY DEFAULT ON NULL AS IDENTITY PRIMARY KEY,

    LocationID INT,

    Arrangement VARCHAR(255),

    Sequence VARCHAR(20)

);

ALTER TABLE Altar

ADD FOREIGN KEY (LocationID) REFERENCES Locations(LocationID);

Insert into Locations (name) values ('Chamber of Scripts');

Insert into Locations (name) values ('Hidden Room');

Insert into Locations (name) values ('Dark Maze');

Insert into Locations (name) values ('Broken Bridge');

Insert into Locations (name) values ('Grand Hall');

Insert into Locations (name) values ('Library of Knowledge');

Insert into Locations (name) values ('Ancient Mirror Chamber');

Insert into Locations (name) values ('Secret Room of Scrolls');

Insert into Locations (name) values ('The Abandoned Abyss');

Insert into Locations (name) values ('Throne Room');

Insert into Locations (name) values ('Crystel Cavern');

Insert into Locations (name) values ('The Oasis');

Insert into Locations (name) values ('Whispering Woods');

Insert into Locations (name) values ('Starlight passage');

Insert into Locations (name) values ('Ethereal Bridge');

Insert into Locations (name) values ('Hidden Treasure Vault');

Select \* from Locations;

Insert into SecretDoors (LocationID,KeyType,Status) values (1,'Silver Key','LOCKED');

Insert into SecretDoors (LocationID,KeyType,Status) values (6,'Gold Key','LOCKED');

Insert into SecretDoors (LocationID,KeyType,Status) values (10,'Lever','LOCKED');

Select \* from SecretDoors;

Insert into CombinationLocks (Status,Combination,LocationID) values ('LOCKED','1997',2);

Insert into CombinationLocks (Status,Combination,LocationID) values ('LOCKED','1234',12);

Insert into CombinationLocks (Status,Combination,LocationID) values ('LOCKED','1414',16);

Select \* from CombinationLocks;

Insert into Maze (Status,Way,LocationID) values ('BLOCKED','Left',3);

Insert into Maze (Status,Way,LocationID) values ('UNBLOCKED','Right',3);

Select \* from Maze;

Insert into Riddles (Riddle,Answer) values ('I speak without a mouth and hear without ears. I have no body, but I come alive with the wind. What am I?' ,'XXXX');

Insert into Riddles (Riddle,Answer) values ('What has a beginning, a middle, and an end, but is also infinite?' ,'XXXX');

Select \* from Riddles;

INSERT INTO BridgeParts (Status, LocationID) VALUES ('Broken', 4);

Select \* from BridgeParts;

INSERT INTO Books (Title, Position, LocationID) VALUES ('Inferno','1', 6);

INSERT INTO Books (Title, Position, LocationID) VALUES ('Origin','2', 6);

INSERT INTO Books (Title, Position, LocationID) VALUES ('The Da Vinci Code','3', 6);

INSERT INTO Books (Title, Position, LocationID) VALUES ('The Lost Symbol','4', 6);

INSERT INTO Books (Title, Position, LocationID) VALUES ('Angels & Demons','5', 6);

Select \* from Books;

INSERT INTO MirrorSymbols (Symbol, Correct, LocationID) VALUES ('✻','True', 7);

INSERT INTO MirrorSymbols (Symbol, Correct, LocationID) VALUES ('❆','False', 7);

INSERT INTO MirrorSymbols (Symbol, Correct, LocationID) VALUES ('✷','False', 7);

INSERT INTO MirrorSymbols (Symbol, Correct, LocationID) VALUES ('❂','False', 7);

INSERT INTO MirrorSymbols (Symbol, Correct, LocationID) VALUES ('⁂','False', 7);

INSERT INTO MirrorSymbols (Symbol, Correct, LocationID) VALUES ('௹','False', 7);

Select \* from MirrorSymbols;

INSERT INTO Scrolls (Keyword, Status, LocationID) VALUES ('SECRET','Encrypted', 8);

Select \* from Scrolls;

INSERT INTO Crystals (Sequence, Color, LocationID) VALUES ('Incorrect','Blue', 11);

INSERT INTO Crystals (Sequence, Color, LocationID) VALUES ('Incorrect','Red', 11);

INSERT INTO Crystals (Sequence, Color, LocationID) VALUES ('Incorrect','Green', 11);

INSERT INTO Crystals (Sequence, Color, LocationID) VALUES ('Incorrect','Yellow', 11);

INSERT INTO Crystals (Sequence, Color, LocationID) VALUES ('Incorrect','Opal', 11);

Select \* from Crystals;

INSERT INTO TorchPositions (Position,Status, LocationID) VALUES ('Correct','Unlit', 11);

Select \* from TorchPositions;

INSERT INTO Statues (Description, LocationID) VALUES ('Whispering Statue', 13);

Select \* from Statues;

INSERT INTO Altar (Sequence, Arrangement, LocationID) VALUES ('Water Earth Fire Air', 'Incorrect', 13);

Select \* from Altar;

INSERT INTO Constellations (Name, Shape, LocationID) VALUES ('Leo', 'Connected Stars', 14);

INSERT INTO Constellations (Name, Shape, LocationID) VALUES ('Aries', 'Connected Stars', 14);

INSERT INTO Constellations (Name, Shape, LocationID) VALUES ('Orion', 'Connected Stars', 14);

INSERT INTO Constellations (Name, Shape, LocationID) VALUES ('Tauras', 'Connected Stars', 14);

INSERT INTO Constellations (Name, Shape, LocationID) VALUES ('Cancer', 'Connected Stars', 14);

Select \* from Constellations;

**Question and Answers**

Now, let's incorporate these elements into the obstacles:

\*Obstacle 1:\*

- Location: Chamber of Scripts

- Obstacle: A locked door.

- SQL Query: "UPDATE Secret Doors SET Status = 'UNLOCKED' WHERE LocationID = [Current Location] AND Description = 'Locked door'."

\*Obstacle 2:\*

- Location: Hidden Room

- Obstacle: A chest with a code lock.

- SQL Query: "UPDATE Combination Locks SET Status = 'UNLOCKED' WHERE LocationID = [Current Location] AND Combination = '1234'."

\*Obstacle 3:\*

- Location: Dark Maze

- Obstacle: A fork in the maze. Choose the correct path.

- SQL Query: "SELECT Path FROM Maze WHERE Correct = TRUE AND LocationID = [Current Location]"

\*Obstacle 4:\*

- Location: Enchanted Forest

- Obstacle: A riddle written on a tree.

- SQL Query: "INSERT INTO Riddles (Text, Answer) VALUES ('I speak without a mouth and hear without ears. I have no body, but I come alive with the wind. What am I?', 'ECHO')."

\*Obstacle 5:\*

- Location: Bridge Over Chasm

- Obstacle: A broken bridge.

- SQL Query: "UPDATE Bridge Parts SET Status = 'Repaired' WHERE LocationID = [Current Location] AND Description = 'Broken bridge'."

\*Obstacle 6:\*

- Location: Grand Hall

- Obstacle: A puzzle with missing pieces.

- SQL Query: "INSERT INTO Puzzle Pieces (Description, Status, LocationID) VALUES ('Complete the puzzle', 'Found', [Current Location])."

\*Obstacle 7:\*

- Location: Library of Knowledge

- Obstacle: A bookshelf puzzle. Arrange books in a specific order.

- SQL Query: "UPDATE Books SET Position = 'Correct' WHERE Title = 'Book Title' AND LocationID = [Current Location]."

\*Obstacle 8:\*

- Location: Hidden Passage

- Obstacle: A locked door with a keyhole.

- \*SQL Query: "UPDATE Secret Doors SET Status = 'UNLOCKED' WHERE Key = 'Golden Key' AND Location

ID = [Current Location]."\*

\*Obstacle 9:\*

- Location: Ancient Chamber

- Obstacle: A room filled with mirrors reflecting symbols. Find the correct symbol.

- SQL Query: "SELECT Symbol FROM Mirror Symbols WHERE Correct = TRUE AND LocationID = [Current Location]."

\*Obstacle 10:\*

- Location: Secret Scroll Room

- Obstacle: An encrypted scroll with a keyword.

- SQL Query: "UPDATE Scrolls SET Status = 'Decrypted' WHERE Keyword = 'SECRET' AND LocationID = [Current Location]."

\*Obstacle 11:\*

- Location: The Abyss

- Obstacle: A chasm without a bridge.

- SQL Query: "INSERT INTO Bridge Parts (PartDescription, Status, LocationID) VALUES ('New Bridge', 'Repaired', [Current Location])."

\*Obstacle 12:\*

- Location: The Throne Room

- Obstacle: A throne with a hidden compartment. Find the lever.

- SQL Query: "SELECT Lever FROM Secret Doors WHERE LocationID = [Current Location] AND Description = 'Hidden lever'."

\*Obstacle 13:\*

- Location: Crystal Cavern

- Obstacle: A crystal puzzle. Arrange crystals in the correct sequence.

- SQL Query: "UPDATE Crystals SET Sequence = 'Correct' WHERE LocationID = [Current Location] AND Color = 'Blue'."

\*Obstacle 14:\*

- Location: Waterfall Oasis

- Obstacle: A locked chest with a numerical combination.

- SQL Query: "UPDATE Combination Locks SET Status = 'UNLOCKED' WHERE Combination = '1234' AND LocationID = [Current Location]."

\*Obstacle 15:\*

- Location: Eternal Flame

- Obstacle: A torch puzzle. Light the correct torches.

- SQL Query: "UPDATE Torch Positions SET Status = 'Lit' WHERE Position = 'Correct' AND LocationID = [Current Location]."

\*Obstacle 16:\*

- Location: Whispering Woods

- Obstacle: A whispering statue. Issue the correct SQL command.

- SQL Query: "UPDATE Statues SET Whisper = 'SQL' WHERE LocationID = [Current Location] AND Description = 'Whispering statue'."

\*Obstacle 17:\*

- Location: Elemental Altar

- Obstacle: An altar with four elemental stones. Arrange them in the correct order.

- SQL Query: "UPDATE Altar SET Arrangement = 'Correct' WHERE Order = 'Water, Earth, Fire, Air' AND LocationID = [Current Location]."

\*Obstacle 18:\*

- Location: Starlit Passage

- Obstacle: A star constellation puzzle. Connect the stars to form a shape.

- SQL Query: "INSERT INTO Constellations (Name, Shape) VALUES ('Pegasus', 'Connected Stars') WHERE LocationID = [Current Location]."

\*Obstacle 19:\*

- Location: Ethereal Bridge

- Obstacle: A bridge guarded by a guardian who poses a riddle.

- SQL Query: - "UPDATE Riddles SET Answer = ‘Time' where Riddle= ‘I What has a beginning, a middle, and an end, but is also infinite?’

\*Obstacle 20:\*

- Location: Hidden Treasure Vault

- Obstacle: A vault door with an encrypted message. Decrypt it to unlock the treasure.

- SQL Query: "UPDATE Vault SET Status = 'Unlocked' WHERE Message = 'Decrypted Message' AND LocationID = [Current Location]."

**Flow of the game**

Once upon a time on the mysterious island of Dataoria, a young adventurer named Alice found herself lost in a dense forest. As she ventured deeper into the woods, she stumbled upon a hidden cave entrance. Curiosity got the best of her, and she decided to explore the dark depths of the cave. Inside, she discovered a magnificent chamber filled with ancient scripts and enigmatic symbols, known as the Chamber of Scripts. In the centre of the chamber, there was a pedestal with a peculiar-looking scroll. The scroll was made of parchment but had inscriptions on it. As she approached, the scroll emitted a soft, inviting glow. Alice, with a background in computer science, recognized the inscriptions. The first challenge was to unravel the mystery of the hidden room revealed by a shifting stone wall with a silver key that she found in the forest in the Chamber of Scripts. But her journey had just begun.

Enter, “SELECT \* from DataoriaDB;” to list out all the available tables.

You are now in the chamber of scripts, there’s a locked door in front of you.

Answer: UPDATE SecretDoors SET Status = 'UNLOCKED' WHERE KeyType = ‘Silver Key’ LocationID = 1

The Door opens and a hidden room is discovered. In the room is a chest which is to be unlocked with a passcode. As you approach the chest a question emerges out of thin air, “when was the first harry potter book released?”

(in order to unlock the chest, use the query with your passcode: UPDATE CombinationLocks SET Status = 'UNLOCKED' WHERE LocationID = 1 AND Combination = 'XXXX')

Answer: UPDATE CombinationLocks SET Status= 'UNLOCKED' WHERE LocationID = 2 AND Combination= ‘1997’

After Leaving the hidden room you come outside and see that there are some dark bushes surrounding you and you quickly realise that you are in a Dark Maze and there is a fork of ways in front of you.

(In order to proceed you must select the correct way using the correct query.)

Answer: "SELECT Way FROM Maze WHERE Status= UNBLOCKED AND LocationID = 3"

After wandering in the maze, you finally get to leave the maze and find yourself in an Enchanted Forest after walking in the forest for a while you come across a tree where a riddle is engraved, it says “'I speak without a mouth and hear without ears. I have no body, but I come alive with the wind. What am I?”.

(In order to proceed you must solve the riddle by writing the appropriate SQL query.)

Answer: - "UPDATE Riddles SET Answer = 'ECHO' where Riddle = ‘I speak without a mouth and hear without ears. I have no body, but I come alive with the wind. What am I?’

After solving the riddle, you exit the enchanted forest, and you see a broken bridge in front of you.

(Write a SQL query to repair the broken bridge to proceed.)

Answer: - "UPDATE BridgeParts SET Status = 'Repaired' WHERE LocationID = 4"

With the correct SQL query, you successfully repaired and crossed the broken bridge and after crossing the bridge you see a giant mansion and as you enter the mansion you see a Grand Hall and find puzzle with some missing values.

(write a SQL query to find the missing pieces)

Answer: - "INSERT INTO Puzzle Pieces (Description, Status, LocationID) VALUES ('Complete the puzzle', 'Found', 5)."

After find the missing pieces and solving the puzzle, you proceed further into the mansion and find yourself in the “Library of Knowledge” but there you see a bookshelf with books arranged in a random order.

The Order of the Books Was:

Inferno

Origin

The Da Vinci Code

The Lost Symbol

Angels & Demons

(In order to proceed you must arrange the books in a Correct order)

Answer: - "UPDATE Books SET Position = 'X' WHERE Title = 'Book Title' AND LocationID = 6."

After arranging the books in correct order, the bookshelf starts.  
(Write a SQL query to update the door status from locked to unlocked to proceed.)

Answer: - "UPDATE Secret Doors SET Status = 'UNLOCKED' WHERE KeyType= 'Golden Key' AND Location ID = 6."

The long secret passage led you to an Ancient Chamber which is fully filled with mirrors and each mirror reflecting different symbols.

(Write a SQL query to collect the correct symbol to proceed)

Answer: - "SELECT Symbol FROM MirrorSymbols WHERE Correct = TRUE AND LocationID =7."

After collecting the correct symbol, the ancient chamber starts moving and you see the mirrors are making a way for you to proceed further and it eventually leads you to Secret scroll room where you find a scroll with an encrypted password.

(Write a SQL query to decrypt the password and read the text from the scroll)

Answer: - "UPDATE Scrolls SET Status = 'Decrypted' WHERE Keyword = 'SECRET' AND LocationID = 8."

After decrypting the scroll an exit door appears and the Text from the scroll instructed you to follow the door that just appeared, it will lead you to an Abyss and you follow the road and see a chasm without a bridge.

(Write a SQL query to build a new bridge.)

Answer: - "INSERT INTO BridgeParts (Status, LocationID) VALUES ('Repaired', 9)."

After crossing the abyss, you find yourself in the giant Throne room and there is a hidden compartment in it.

(To proceed write a SQL query to reveal the lever to lift the hidden compartment)

Answer: - "UPDATE Secret Doors SET Status = 'UNLOCKED' WHERE KeyType= 'Lever' AND Location ID = 10."

The hidden compartment lifted after finding the lever the path followed to a Crystel Cavern and there was unsolved puzzle.

(arrange the puzzle using a SQL query)

Answer: - "UPDATE Crystals SET Sequence = 'Correct' WHERE LocationID = 11 AND Color = 'Blue'."

As the puzzle got solved the floor under your feet disappeared, and you fall into a deep tunnel, and you get thrown into a waterfall oasis and following the waterfall you see a chest with a numerical combination. The chest reads, “To achieve what you seek, the first four natural numbers is what you seek.”

(Open the chest with a SQL query)

Answer: - "UPDATE CombinationLocks SET Status = 'UNLOCKED' WHERE Combination = '1234' AND LocationID = 12."

Inside the huge chest you find a torch which will be eternal once its lit.

(Write a SQL query to fire up the torch)

Answer: - "UPDATE Torch Positions SET Status = 'Lit' WHERE Position = 'Correct' AND LocationID = 12."

After firing up the eternal flame you walk into the Whispering woods, and you must locate the Whispering Statue.

(to Locate the Statue, write a SQL query)

Answer: - "Select \* from Statues WHERE LocationID = 13 AND Description = 'Whispering Statue'."

After Finding the statue you realise that the statue is placed on an Elemental Altar with 4 elemental stones.

(arrange the stones in correct order to proceed)

Answer: - "UPDATE Altar SET Arrangement = 'Correct' WHERE Sequence = 'Water, Earth, Fire, Air' AND LocationID = 13."

After arranging the elements, the Starlight passage gets lighten up and a star constellation puzzle pops up.

(Write a query to solve the puzzle and proceed to Ethereal Bridge)

Answer: - "INSERT INTO Constellations (Name, Shape) VALUES ('Pegasus', 'Connected Stars') WHERE LocationID =14."

After solving the puzzle, the star in the puzzle made a gateway to the Ethereal bridge which is guarded by a guardian who will let you through only if you solve the riddle he asks. He says, “What has a beginning, a middle, and an end, but is also infinite?”

(Write a SQL query to solve the riddle and proceed to the final obstacle)

Answer: - "UPDATE Riddles SET Answer = ‘Time' where Riddle= ‘I What has a beginning, a middle, and an end, but is also infinite?’”

After crossing the Ethereal bridge, you come across the final obstacle of the game which is the Hidden Treasure Vault which is locked with an encrypted message. It took you a while, but you decrypt the message which reveals to a question, “This might be out of the blue, but what is the value of sqrt (2)? X.XXX

(To unlock the Vault, you must update the status to unlocked in combination locks)

Answer: - " UPDATE CombinationLocks SET Status= 'UNLOCKED' WHERE LocationID = 16 AND Combination= ‘1414’ "

As you answer the question the treasure vault opens and you find a lot of collectable items and gold and riches, Congratulations on Completing the Game!