

## **Week two data import report**

The first problem we encountered was that the data generated by a provided program with a default data didn't match the schema and tables that we already created. With that in mind we changed both the tables in our database so the data fits together. The most important change was a split between Event and Special Event both in the data created and in our database. Here we decided that an Event would be just any interaction in the game world like selling an item or defeating an enemy, the Special Event would be a big event for the whole game world like a Christmas or Easter event. Then we imported the entities, for that we checked if the datatype of the generated data is the same as the datatype of the database table field we want to import it into. Next we imported the events, that was a difficult task as we wanted to do it as well as possible. For that reason we first check the event and additional entity type, which gives us the knowledge about which tables we should compare entities to. Then we would check if none of the entities were null, compare the entities id with the tables, and if needed compare the additional entity with our database. If any of the entities were not already in our database we would not insert the event into the database. The only exception to that would be the dialogue, for that one entity type we would insert the dialogue into the table in our database and proceed with further checking. With that finished we let our script run on all of the generated data and imported most of the events and entities into the database in a safe way.