Date	Number of Hours	Description of work done
Sep 19, 2025	2	Decide on database structure and discuss data transfer methods
Sep 20, 2025	1.5	Testing multiplayer functionality
Sep 21, 2025	3	Testing multiplayer functionality
Sep 27, 2025	3	Completed some of the code for user vehicle evaluation

This week I first discussed with my teammates with the database structure. After that we discussed about how data will transfer between different programs, we decided to use http to send game data to a program and store in MySQL, and use WebSocket to connect website and data analysis program.

I tested multiplayer functionality with Yaolong on Sep 20, 2025 and Sep 21, 2025, we succeeded on the LAN but failed on the Internet. We can't solve it yet so we plan to use only the LAN first.

In the code part, I first successfully connected vscode and github and tested the pull and push functions, and then configured and tested the mysql local database.

The folders I have checked in the repo are as follows:

F2025_4495_071_YLi547\Implementation\DataAnalysisPrograms\PlayerPerformanceEvaluation

F2025_4495_071_YLi547\Implementation\DataAnalysisPrograms\VehiclePerformanceEvaluation