Dark Night
Data Design Document

Submitted to:

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Revision Control

History Revision:

Revision Date	Person Responsible	Version Number	Modification
11/16/16	Ethan Fredric Y. Tan	1.0	Initial Document
11/18/16	Jahziel Rae M. Arceo	1.1	Basic data information

Data Design:
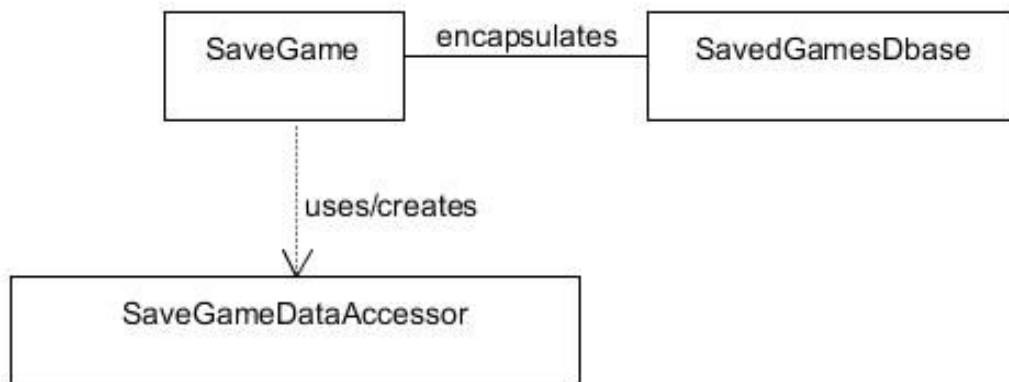
Data Access Object (DAO) Classes:

Class Name	Description
SaveGame	Enables access to saved games for later playing.

TransferObject Classes:

Class Name	Description
SaveGameDataAccessor	Enables the transfer of save game data inside and outside of the game.

List of Data Source:

Data Source Name: SavedGamesDbase
Description: Database of saved games

Sample Source File:

```
server:127.0.0.1

dbname:savegames.db
```

Sample Tables from the Database:

SAVEGAMES

Number	Name	Date	Sequence_Number
SMALLINT	VARCHAR(50)	DATE	SMALLINT
9999	X(50)	MM/DD/YYYY	9999
0001	Save1	01/01/2016	8001
0002	Save2	01/02/2016	8003