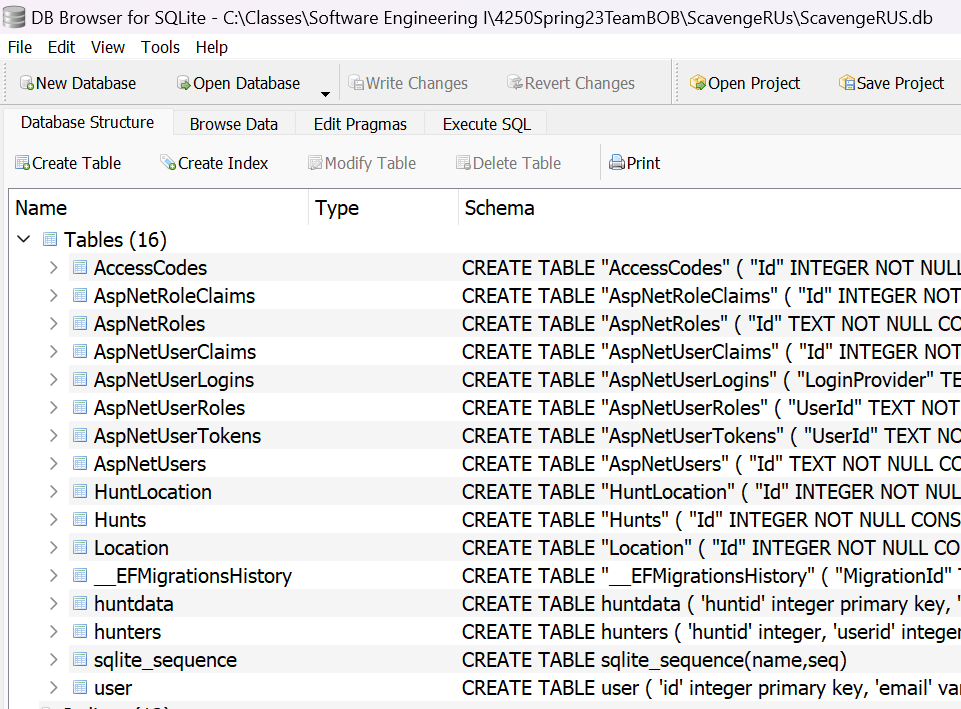
# Access Code Struggle

## Opening the Database with SQLite

* You will need SQLite to open this database. You can download it at: <https://sqlitebrowser.org/dl/>

1. Open ScavengeRUS.db.
2. You should see a screen like this. If not, ensure the program opens with SQLite.
   1. SQLite’s executable is located at C:\Program Files\DB Browser for SQLite. Open the program with the executable located in this folder.



1. Click on “Browse Data” on the top menu.

Graphical user interface, text

Description automatically generated



1. You should see a screen like this:
   1. If not, you are probably on the wrong table.
   2. Change your table by clicking on the “Table: ” drop-down list (Highlighted in red below), and change it to AccessCodes.

Graphical user interface

Description automatically generated with low confidence



1. Add a new AccessCode by pressing the table with a plus icon (highlighted in Green above). You should see the resulting menu:

Graphical user interface, text, application

Description automatically generated

1. Move this menu so you can see the table data and the menu simultaneously.

Graphical user interface, text, application

Description automatically generated

1. The Id and Code fields are unique. However, HuntId is not unique. Ensure that whenever adding an AccessCode to the database, the Id and Code you input are different than all the IDs and Codes in the database.
2. After adding the AccessCode, you might think that you’re done. However, when you try to open this accesscode in the program, it fails! We need to look at AccessCode’s dependencies. What else does it need?
3. To get a feel of AccessCode’s dependencies, open the AccessCode.cs class in Visual Studio. It’s located at: Models\Entities\AccessCode.cs

Text

Description automatically generated

* 1. Note that the AccessCode we made contains 3/5 fields already filled out. We just need to connect this AccessCode to a Hunt and Users.

1. Open the “Hunts” table in the database. You should see something like this:

Graphical user interface, text, application, email

Description automatically generated

1. Make a new hunt by pressing the  icon. The Id here corresponds to HuntId in AccessCode. If you made an AccessCode, ensure that the HuntId (in AccessCode) in corresponds to Id (in Hunts).





1. Lastly, Users. (I don’t know how to do this.)