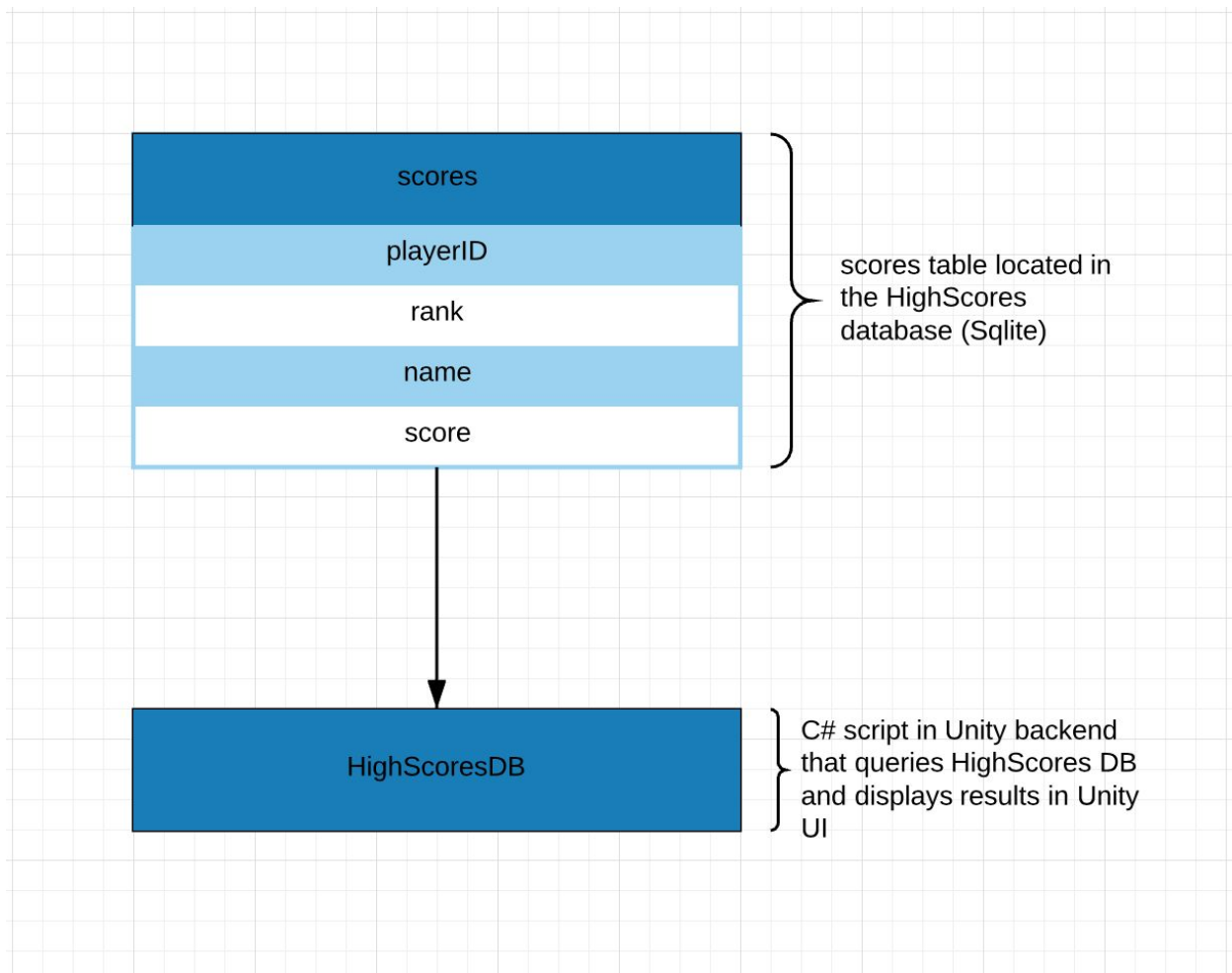


Project Team: 8 Bit Boys

Members: Nick Amendola, Nick Vomund, Jacob Christiansen, Malcolm McKellips, Noah Lane

Assignment: Milestone 4, Database Design



We are using SQLite hosted on an amazon database server. This database will be used to store our players and their high scores. A script for creating and populating this database has been included as well as a script to implement the database in Unity.

SQL Creation/Population Link:

<https://github.com/nslinco/8bb-milestones/blob/master/HighScoresDB.sql>

C# Unity Implementation Link:

<https://github.com/nslinco/8bb-milestones/blob/master/ScoreManager.cs>