Project Checklist

Things that needs to be done.

* Database(Nick, Dennis, Luther)
  + Relational Map
  + Sample Data
  + Script to create/populate DB
  + The operational side of the database, done by queries/DML/stored procedures, should include administrative portion: by the database application on behalf of the site owner to add/update/delete
  + records, load sample data, etc. end-user portion: invoked by the database application on behalf of end-user to interact with the database server.
* Database Application(Anahit, Danny, Luther)
  + C/C++ Command Line Interface
  + C/C++ Server
  + Very simple client reads input and sends the input through tcp socket
  + Server handles CLI input via reading from socket
  + Server splits command into words
  + Guest/Admin access levels (admins can insert/delete/updatE)
  + Can use appropriate words to initiate appropriate SQL command to obtain data from mySQL
  + Server does command task and returns whatever there is to be obtained and writes it back to socket
  + Todo:
    - **Add specific queries**
    - **Add logging?**
* Final report
* Presentation Slides based off final report

**Link to Client dl + client&server code: client login chessadmin/cmpe138danny**

[**https://github.com/dannyluong408/Cmpe138\_Chess**](https://github.com/dannyluong408/Cmpe138_Chess)

Once you guys are done finalizing what tables and stuff you wanna make -

download HeidiSQL+ plink

(download heidsql then inside u can install plink)

and use this login in settings

settings tab 1:

MySql SSH Tunnel

Host: [sniperdad.com](http://sniperdad.com)

User: chess

password: gamer123

port:: 3306

ssh tunnel tab 2:

ssh host+port: [sniperdad.com](http://sniperdad.com) 22

username: cmpe138

password: chess123

Foreign key error fix: <http://pastebin.com/hbYCy1zN>

(Added sample sha 256 passwords)

-added update/insert/delete as rawinput for admin(probably not safe but easier)

<http://puu.sh/oBN2y/3e436da9b0.png>

DB Notes/Questions from nicholas/dennis meeting:

* 138 questions
* sha256 password hashing **--Solved**
* do we make player\_waitlist multivalued attribute, or just names, or just number in waitlist? **---Leaving as a number**
* ~~for viewer\_slot multivalued, do we just use 2 FK(lobby\_id and user id?)~~ **~~-Done~~**
* ~~how do we do the composite attribute chess piece(game history) in mysql, two seperate tables or just add all the attributes as seperate columns under game history.~~ **~~-Done, added into game history~~**
* ADDED PLAYER\_ID TO ERD UNDER USER>>PLAYER, MAKE SURE TO LIST IN FINAL REPORT. **-Done on report**
* **Removed relationship between user and game board type; lobby decides board**
* **Removed piece history as it didn’t seem to add much to database**
* **Deleted multivalued attribute “viewer\_slot” as this can be done via query**
* **Deleted grid\_number from gameboard\_type**