The final addition to the Farkle game that I’ve been enhancing throughout the course involves the addition of a database. The original project did not have a database as part of its design, as such it was necessary to design and implement a new one from scratch.

In order to implement the solution, I had to perform all of the primary database tasks including, create, read, update and delete. I’m satisfied with the outcome and I think I’ve been pretty successful in implementing not just a DB, but also in feeding that data back to the user through the GUI. Although the implementation currently relies on a local DB, it would be a pretty trivial task to update the code to connect to a DB hosted on the network.

In implementing the MySQL server, it became very obvious that it would be difficult to populate the database with enough data to make some convincing queries. In order to rectify that, I developed a secondary python scripts whose job was just to populate the database with 10 fake users with randomized wins.

Below are some screenshots of the Database queries in action and code for review:



