

# Assignment 3 - Database

*TCSS 491 - Computational Worlds*

## Introduction

In this assignment you will work alone to augment your animation of interacting agents or components and provide a means of saving and reloading your state.

## Assignment

To carry out this assignment follow these steps:

1. **Complete Assignment 2** - For this assignment you must complete assignment 2 first and so must have a working interactive animation.
2. **Define the State** - For your interactive animation determine what information (e.g number, position, and velocity, of agents) is needed to fully recreate the state of the animation.
3. **Connect to the Database** - To connect to the database you will need to:
  - Connect using socket.io to my server at: 76.28.150.193:8888
  - Use the emit method to send *save* and *load* messages to the server.
  - In *save* and *load* messages the data object must have the two fields:
    - i. studentname = "Your Name"
    - ii. statename = "some identifier"
  - In *save* messages include other fields with the state data.
  - Respond to *load* messages from the server by loading the data that was previously saved.

## Grading

- 5 points - successfully carry out all steps above.