Sword Master Installation Guide

# Create Database:

Create Database SwordMaster;

CREATE TABLE SwordMaster.Users (

Userid INTEGER PRIMARY KEY AUTO\_INCREMENT,

USERNAME VARCHAR(30),

PWD VARCHAR(30)

);

CREATE TABLE SwordMaster.Userstats (

STATID INTEGER NOT NULL AUTO\_INCREMENT,

Userid INTEGER NOT NULL,

LVL Integer(20),

HIGHSCORE INTEGER(30),

USERNAME VARCHAR(30),

ARMOR VARCHAR(30),

WEAPON VARCHAR(30),

STRENGTH INTEGER(30),

DEFENSE INTEGER(30),

STAMINA INTEGER(20),

HEALTH INTEGER(20),

ATTACK INTEGER(20),

GOLD INTEGER(20),

PRIMARY KEY (STATID),

FOREIGN KEY (USERID) REFERENCES USERS(USERID)

);

CREATE TABLE SwordMaster.Highscores (

SCOREID INTEGER NOT NULL AUTO\_INCREMENT,

UserName VARCHAR(30),

HIGHSCORE INTEGER(30),

PRIMARY KEY (SCOREID)

);

# Insert Sword master data source into standalone.xml:

**Above the <drivers> tag insert the following code:**

<datasource jta="true" jndi-name="java:/SwordmasterDS" pool-name="SwordmasterPool"

enabled="true" use-java-context="true" use-ccm="true">

<connection-url>jdbc:mysql://localhost:3306/SwordMaster</connection-url>

<driver>mysql</driver>

<security>

<user-name>user</user-name>

<password>password</password>

</security>

</datasource>