

Illumimaze Database Main Tables

DB v1.2

© Copyright 2024 One Bad Ant

Game			
A specific maze at a specific level			
Field	Type	Description	
game_key	Auto	Primary key (auto increment)	
level	N	Maze's level (1,2,3: easy to hard)	
maze	N	Number and order of maze in its level	
attempts	N	Number of attempts at completing this maze	
status	Text	unplayed, paused, failed, completed	
time	N	Number of ticks spent attempting to complete	
iap_product_index	Text	In-app purchase product index for Badger IAP plug-in	Deprecated v1.2
apple_iap_product_id	Text	In-app purchase product id on the App Store	Deprecated v1.2
google_iap_product_id	Text	In-app purchase product id on the Google Play store	Deprecated v1.2
lock_status	Text	Locked or unlocked (available to play or must be purchased)	All Unlocked v1.2
load_status	Text	"unloaded" or "loaded" from the lua XML file to database	
Game_Board			
Layout of the basic maze structure			
Field	Type	Description	
game_board_key	Auto	Primary key (auto increment)	
board_width	N	Number of tiles (columns) across	
board_height	N	Number of tiles (rows) down	
tile_width	N	width of the board tiles	
tile_height	N	height of the board tiles	
game_fkey	N	Foreign key to the GAME table	

Game_Layer			
Hierarchically arranged groups of objects			
Field	Type	Description	
layer_key	Auto	Primary key (auto increment)	
layer_group_index	N	Establishes the hierarchy of layers for the game	
layer_name	Text	Layer name	
game_fkey	N	Foreign key to the GAME table	
Layer_Object			
An object, tile, image that appears in a game layer			
Field	Type	Description	
object_key	Auto	Primary key (auto increment)	
object_type	Text	Single or sheet	
image_file	Text	Path and file of single tile image or spritesheet	
sheet_width	N	Width of the sprite sheet if object_type is sheet	
sheet_height	N	Height of the sprite sheet if object type is sheet	
sheet_index	N	Index of the image (tile) in the spritesheet	
object_width	N	Width of the tile	
object_height	N	Height of the tile	
object_X	N	X location of the tile	
object_Y	N	Y location of the tile	
scaled_width	N	Scaled width of the tile	
scaled_height	N	Scaled height of the tile	
collision_shape	Text	Rectangle	
collision_x	N	X center of tile's collision area	
collision_y	N	Y center of the tile's collision area	
collision_width	N	Width of the tile's collision area	
collision_height	N	Height of the tile's collision area	

layer_fkey	N	Foreign key to the GAME_LAYER table	
paused_x	N	X location of the tile when a game is paused	
paused_y	N	Y location of the tile when a game is paused	
paused_alpha	Real	Alpha value of the tile when a game is paused	

Illumimaze Database Support Tables

CONTROL

System control table used by the app

Field	Type	Description	
control_key	Auto	Primary key	
soundon	Boolean	True, False	
musicon	Boolean	True, False	
controllerleft	Boolean	True, False	
dbversion	Real	Version of the app database	

LEVEL

The game's levels

Field	Type	Description	
level_key	Auto	Primary key	
level_number	N	1,2, or 3	
level_title	Text	Fun, Challenge, Frustrating	
tile_dim_time	N	How many ticks before decreasing the tile's opacity	

	energy_drop_time	N	How many ticks before decreasing the hero's energy	
	expression_drop_time	N	How long before making our hero sadder	