

Schemaversus

Space battles in Postgres

What the hell is a *sheemayversache*?

- Classic space battle game
- Played with SQL, on Postgres
- Battles take 10 minutes
- Cheating is encouraged

The 2015 Sequel Cup



Or, the non-toppling space tuple

But I don't know how to x, y or z!?

SELECT * FROM my_ships WHERE...

INSERT INTO my_ships...

UPDATE my_ships SET...

Where better to learn than PGCon anyways?

Views you care about

- select * from my_player;
- select * from my_ships;
- select * from planets;
- select * from my_events order by tic desc limit 10;

Helpful Functions

- MINE(your_ship_id, the_planet_you_want_to_pillage)
- ATTACK(your_ship_id, the_thing_you_want_dead)
- REPAIR(your_ship_id, the_thing_you_want_alive)
- CONVERT('FUEL',amount_to_convert)
- UPGRADE(ship_id, thing, amount)

Helpful Operators

<-> Distance between

<@ Contains in or on?

Actually, just have this open: http://www.postgresql.org/docs/current/static/functions-geometry.html

Helpful People

I'm not saying you should bribe a core developer...

Bribing Core Developers

- Donations to Charity
- Alcohol
- Donations to Charity
- Delicious Snacks
- Reallocating personal funds to an organization that assists those in need

Helpful People

I'm not saying you should bribe a Chris Browne...

The reigning champ

Bribing Chris Browne

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Want to compete?

Sign up at schemaversus.com

Then come see me or email josh@schemaverse.com