Specification Notes

# Database

## Database concerns

The database shall primarily be concerned with enforcing vital data structure and safety constraints (such as foreign key constraints, unique field check constraints, and type checking/field character limits)

## Account Type Tables

Each separated account type will have a corresponding table which inherits from the base Account table (tblAccount). The ID of each field in the inheriting tables shall be equivalent to the ID of the corresponding tblAccount field.

I.e. John Doe signs up as a Player with username JDoe. If his field in tblAccount consists of ID=97, FirstName=John, LastName=Doe, password=123456789Jd!, the tblPlayer field MUST consist of ID=97 (THE SAME ID), Username=JDoe.

PLEASE NOTE  
Each “separated account type” defines (for example) the separation between “Players” and “Administrators”. It does not cover Admin sub-types (i.e. standard admin, super admin).

## Database Unit Tests

Unit tests will be written in Visual Studio, using a visual studio database project, to isolate production code from unit tests.

The LocalDB database should be linked to the project, so the database schema can be synced, a separate database initialized (for tests), and unit tests automatically run when changes are synced.

# API (class library)

## API concerns

The API shall be concerned with enforcing higher-level data requirements, not so much related to database structure. For example, input validation such as password strength rules, field length rules (relating to field character limits in the database schema and client requirements), and filtering rules.

# Project Requirements