

# Satisfactory

## Description

The objective of this project, based on the videogame satisfactory, is to provide an easy calculator of the quantity of resources needed to craft other resources. Once calculated all the resources needed, you could mark them to save the quantity in a session. Also give a, for the moment, very simple calculator of the energy provide from the generators of the game.

## Dessgin

### 1. Models

In this project we would use two principal models, the generators and the resources:

- **Generator:** - **ID** The identifier - Name Its the name of the generator - Power The quantity of power generated in 100% efficiency - **Resource:** - **ID** The identifier - Name Name of the resource - Unity The measure unity: *uds - l*

Also, resources will have relation with itself to know if a resource is crafted from other. We will call it relation **Recipe**.

- **Recipe:**

- **ID** The identifier of the entry
- *ID\_craft\_resource* Foreign key from resource of the resource that would be crafted.
- *ID\_needed\_resource* Foreign key from resource of the resource that would be needed to craft the *craft\_resource*
- Quantity The unity of the needed resource in the recipe of *needed\_resource* per unit of *craft\_resource*

### 2. Screen Design

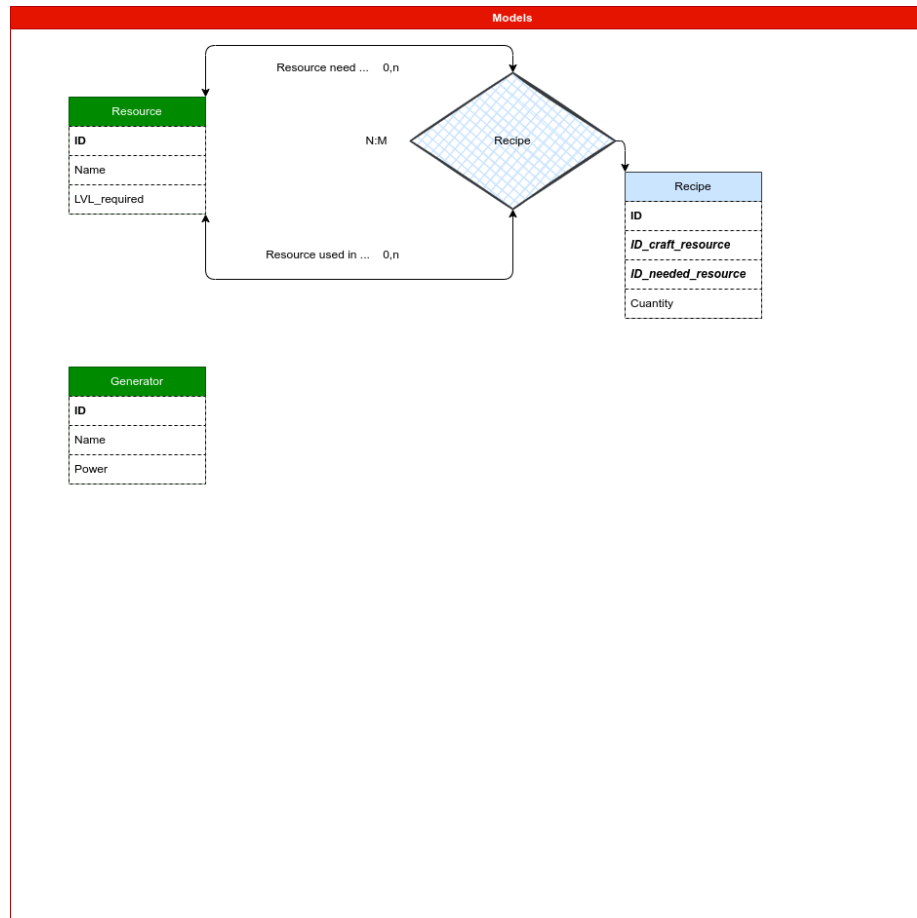


Figure 1: image of the Models Relation

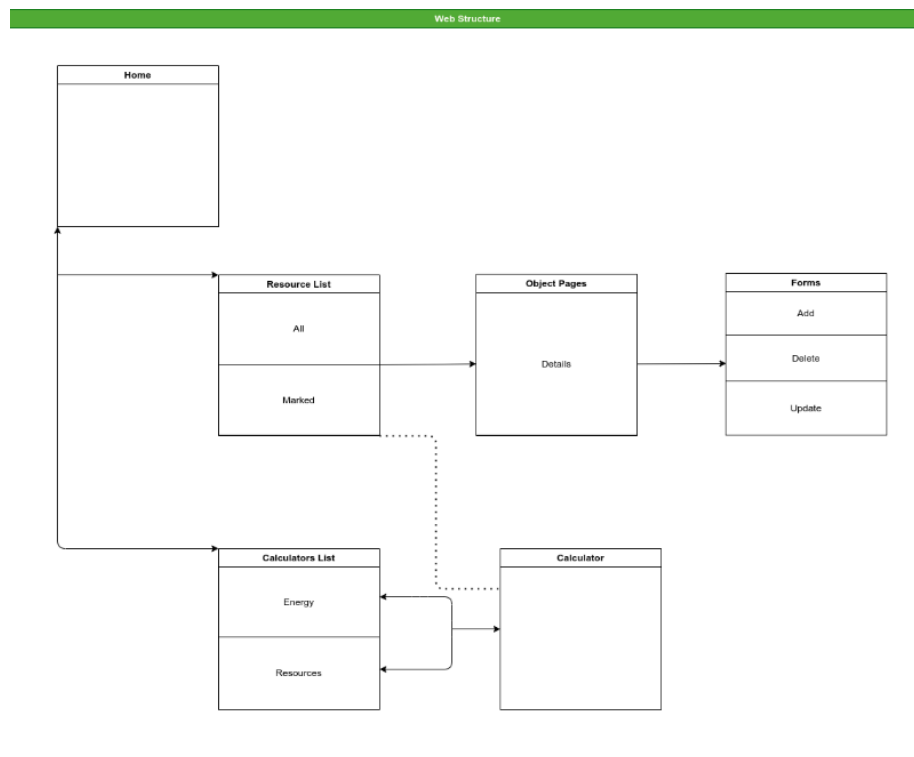


Figure 2: Imagen of the screen design