THE ASTRONAUT AND SPACESHIP PROGRAM

Languages Used:
Java
SQL

UML is attached to the repository already.

These are the instructions on how to install and use our program. For the program, you will need Github Desktop and Visual Studio Code. Once you have both of these, you will want to install the ZIP from Github through the Code dropdown, then pressing “Download ZIP”. When the ZIP is downloaded, extract it. Once you extract it, open up Github Desktop, which you should have downloaded. Once you are signed in, you will want to hit CTRL+O to open a local repository. Open up the ZIP you just extracted, then select the folder inside. It should use the repository. Open in Visual Studio Code.

Once you open it in Visual Studio Code, you must make sure you have Java installed. If you do not, here are the instructions on how to do so. Once you have the extension installed, you should have a small triangle in the upper right corner. Hovering over it should say “Run Java”. Press this.button to start the program. In the terminal window below, you will see the program.

If this is your first time using the program, it will show you the password. It is your responsibility to write it down. If you do not, then good luck guessing next time. Once inside, you will be shown with the main menu. First, you will want astronauts. Select the letter corresponding to the Astronauts option. You will want to press add astronauts. It will guide you through the steps. You will want to do this three times. If you ever mess up details, you can do the edit astronauts after the astronaut has been created. If you wish to delete an astronaut, you can do so.

Next, you will want to make a spaceship. Exit the astronaut menu and then go into the spaceship menu. In the spaceship menu, you will want to create a spaceship. You would only need one. It must have a minimum of 500 fuel capacity. After creating the spaceship, you will want to refuel it. Remember, it takes approximately 500 kg of fuel to launch. Once you have refueled the ship, you can add your astronauts. Now, you are qualified to launch.

In the launching process, it will make sure you are ready. If you are, then proceed. Once you enter the spaceship name and it recognizes it, it will check to make sure you meet the requirements. Once they are met, it will launch. It is a lengthy process, but it will work. When exiting the stratosphere, there is a chance your spaceship will explode. All you can really do is pray to god. If your spaceship makes it back safely, 500 kg of fuel will be gone. You can start all over again.

Program crashes? No worries. All your progress is saved.

Team Members

Justin - Java & SQL Code, leadership
Logan - Java code, wrote the launch.
Marcus - UML Diagram & ASCII Art, as well as bugtesting
Kaiden - Moral Support 👍

Extra Credit Check
SQL Database - Saves data while also encrypting said data.
Explosion Graphics - Cool explosions provided by Marcus. Sorry if it's too realistic.
Graphics for Spaceships - Spaceship designs to give the program more life
Failure opportunities - Makes it so the ship can fail, a slice of life addition… or slice of death. Whatever you want to call it.