Planet – Version 2

This forms part of the specifications for the planet. There are multiple planets. The planet will form the base where beings will increase and decrease. This will also be the attack surface and the surface to be protected. There will be in the beginning only one site per planet. The planet is floating in space. It will have a surface and underground. Different types.

Every site will have 16 blocks a building can be constructed on the blocks.

Specifications for the Planet class



Planet

Specifications for the Planet CLASS

Summary

This forms part of the specifications for the planet. There are multiple Planets. The planet will form the base where beings will increase and decrease. This will also be the attack surface and the surface to be protected. One site per planet. The planet is floating in space. It will have a surface and underground. Different types.

Every site will have 3 blocks. Buildings can be constructed on the blocks. Buildings can be upgraded.

Every block has a surface and an underground, max 2 levels.

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# Properties

* GUID - string - Nullable - (Private)
* Name - String (200) - Nullable - (Private)
* Short Description - String (50) - Nullable - (Private)
* Long Description - String (300) - Nullable - (Private)

# Considerations

## Strings

Validations? (Utility?)

What characters should not be allowed?

## Name

Validations?

On the strings – what is valid?

What error code or message?

When the name is not valid?

“Name invalid. (<CODE>). Please re-enter.”

## Guid

When should it be generated?

Generate in the constructor.

Why not an integer?

Less secure.

Unique?

With a GUID generated – it should be unique.

# Methods

* GetID (Public)
  + **Parameters** 
    - None
  + **Return (Int32)**
    - Id
    - Nullable
* GetDetailsShort (Public)
  + **Parameters**
    - None
  + **Return (string)**
    - Name - string (200)
    - ShortDescription - string (50)
* GetDetailsLong (Public)
  + **Parameters**
    - None
  + **Return (String)**
    - Name - string (200)
    - LongDescrition - string (300)

# Events

* None

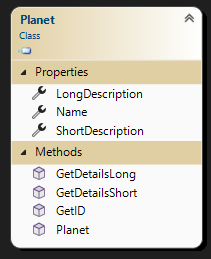
# Constructor(s)

* Planet
  + id - Int - Nullable
  + name - string - Nullable
  + shortDesc - string - Nullable
  + longDesc - string - Nullable

# Unit Tests

* Check the Unit Tests document.

# Class Diagram



# NB:

Name the classes and properties as per the document – any changes must be applied to the document on a new version and update version details.

Please fill in appendix B for the document version control.

# Appendix A

# What must be completed?

* Procedure1.
* Procedure2.
* Procedure3.

# Appendix B

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| --- | --- | --- | --- |
| **Version** | **Author** | **Description** | **Date** |
| V1 | E | Initial document | 2024-05-10 |
| V2 | E | Changed the types to Nullable – to remove the warnings from the code.  Changed the method name – GetPlanetId to GetID; e.g usage Planet.GetID – it makes sense in the context.  Changed the Version from 1 to 2.  Removed the Pocedures from this document.  Created a new document.  Removed Estimation – should not be part of this document.  Indicated which methods or properties must be private or public.  Added the Class diagram. | 2024-05-10 |