# Data Guide Solar Alliances

The test database contains two different kinds of inserts. The Default inserts, that are required for the game to work and the Test player inserts, that are inserted for presentation purposes to mimic advanced players in the gameplay.

Default inserts:

**Factions:**

For the game to work, exactly three factions have to be inserted to the game. Earth (1), Mars (2), Belt/OPA (3). Their respective Id is references in the database, where required (multiplayer missions).

**Spaceships:**

4 types of spaceships are inserted in the spaceships entity to provide the four different types: War Ship (3), Mining Ship (4), Tansport Ship (5), Exploration Ship (6).They are inserted together with their respective Input Crew and Input Ore (necessary for building the ship).

**Solo\_missions:**

The required solo Missions are inserted into the database to be generated for every player. The player will get missions displayed depending on the rank he has. That’s why every inserted solo missions gets an assigned rank.

**Multipalyer\_Missions:**

The required multiplayer missions are inserted into the database to be visible by ALL players of the game, regardless of the rank. However, the availability, whete

**Space\_Station:**

The inserts for the space\_station entity represent only the 3 upgrades for the domes and the three upgrades for the Storage. The Dome upgrades increase the max amount of people, and the storage upgrades the max amount of water and ore, a player can store. Also on every upgrade level, the player increases his rank.

Test Player Inserts:

**Player:**

Two test players are inserted into the database with hashed passwords that equal out to the following:

* Username: Leon1, Password: Password
* Username: Player2, Password: 123

Leon1 is inserted at rank 4 and Player2 at rank 2 to showcase different states of the game.

**Player\_missions:**

Each of the test player gets 5 missions assigned to them respective to their rank.

**Player\_resources:**

Each player gets resources inserted representing a realistic state at the respective rank.

**Ship\_fleet:**

Each player gets ships inserted representing a realistic state at the respective rank.