Wild Animals Volunteers

Documentation /draft/

# Introduction

The Wild Animals Volunteers project is a simple Console Application, aiming to become not so simple Web Application. The main purpose of this app is data providing for the Wild Animals Org. members. It supports conventional features as adding, removing and editing information. The other main functionality is searching through the volunteers by some criteria.

# Goal

## Anyone should be able to understand everything in this database, even without previous training by some of the coordinators. Furthermore the process of searching for people by some criteria should be easier than searching in the currently existing Excel sheets.

# Requirements

## features

* Add, remove and edit volunteers category;
* Show all volunteers along with their specs in one of the categories;
* Add volunteer with all its criteria specs;
* Remove volunteer by name;
* Edit volunteer’s specs by criteria;
* Show volunteer’s specs by its name;
* After removing category or volunteer it should be saved in another repository called “RemovedInfo”
* Change volunteer’s status for the day;
* Search be name, by region, by keyword;

# Guides

## Commands and their input parameters

* AddCategory - {categoryName}
* DeleteCategory - {categoryName}
* EditCategory - {currentCategoryName} - {newCategoryName}
* ShowCategory - {categoryName}
* AddVolunteerToCategory - {categoryName} - {volunteerName} – {volunteerPhone} – {volunteerFacebook} – {volunteerEmail} – {volunteerRegionToReactAt} – {volunteerVehivcle} – {volunteerTimeDisposal} – {volunteerVehicleAdditionalInfo} – {volunteerAnotherSkills}
* RemoveVolunteer - {volunteerName}
* EditVolunteer - {volunteerName} - {criteriaToBeChanged} - {newCriteriaInformation}
* ShowVolunteer – {volunteerName}
* ChangeVolunteersStatus - {volunteerName} - {newStatus}
* SearchByName - {volunteerName}
* SearchByRegion – {region}
* SearchByKeyword – {keyword}

# Construction

## Entities

* **Volunteers**
  + abstract Volunteer : IVolunteer
    - class Transporter
    - class AnotherHelper
    - class Lawyer

## core

* class Engine : IRunnable
* **Commands**
  + abstract BaseCommand : IExecutable
    - class AddCategoryCommand : Command
    - class DeleteCategory : Command
    - class EditCategory : Command
    - class AddVolunteerToCategory : Command
* **Factories**
  + class CategoriesFactory : ICategoriesFactory
  + class VolunteersFactory : IVolunteersFactory
  + class CommandFactory : ICommandFactory
* **Controllers**
  + class CategoriesFactory : ICategoriesFactory