DB-Tables(Original Thoughts)

SpacePort

SpacePortID	int
ParkingLot	int
ParkingStatus	ENUM (Open,Closed)

ParkingLot

ParkingLotID	int
SpacePortID	int
ParkingLotOccupied	bool

Visitor

HasPayed	ENUM (HasPaid,NotPaid)
Name	string
VisitorID	int

SpaceShip

TravelerID	int
SpaceShipID	int

Receipt

SpaceCredit	int
VisitorID	int
Date	dateTime
ReceiptID	int

DB-Tables (What we ended up with)

SpacePort

SpacePortID	int
ParkingSpace	int (amount of parkings)
Status	bool

ParkingLot

ParkingLotID	int
ParkingLotOccupied	bool
SpacePortID	int

Visitor

VisitorID	int
Name	string
HasPaid	bool

VisitorParking

VisitorParkingID	int
ParkingLotID	int
VisitorID	int
DateOfEntry	DateTime

Instructions

Database:
All parking's should be registered in a database
close the sparceport when it's full
open when there is room

Application:
The travlers should identify them self when arriving
pay before they can leave the parking lot
get an invoice in the end.

Info:
The travlers only use starships which have been part of a Starwars movie (see the endpoint /starships).
They should be able to select their starship on arrival in the application.

Initial steps to begin

1. Brainstorming relevant Classes
2. Download NugetPackages
    a. -   Entity Framework SQL
    b. -   Entity Framework Design
    c. -   Entity Framework Tools <- Addmigration / Update DB
    d. -   (RestSharp)
3. Create TestFile
4. Run/implement Methods

ClassLibrary- (End result)

- StandardMessaging
- Menu (Holds the application)
- SpacePort
- ParkingLots
- VisitorParking
- DataAPI
- VisitorArray (Holds result from API, for some reason we weren't able to not use it)
- SpaceShip
- Visitor
- Receipt