Character inventory management system

INTRODUCTION

CONCEPT

CHARACTER INVENTORY MANAGEMENT SYSTEM

CREATE
READ
UPDATE
DELETE

FOR CHARACTERS AND THEIR INVENTORIES

USER STORIES

PLAYERS TO BE ABLE TO CREATE THEIR OWN CHARACTERS TO PLAY THE GAME.

AS A G.O I WANT PLAYERS TO HAVE AN INVENTORY OF ITEMS FOR THEIR CHARACTERS TO RISE IN THE GAME

AS A G.O. I WANT ~~DIFFER~~ USERS TO BE ABLE TO CREATE ITEMS ~~TO BE PUT IN INVENTORIES~~ TO EXPAND THE OPTIONS AVAILABLE.

AS A G.O I WANT USERS TO BE ABLE TO

AMEND INVENTORIES " " " " " "

AMEND ITEMS SO THEY CAN BE CHANGED IF NEEDED.

I WANT PLAYERS TO BE ABLE TO MAKE CHARACTE / INVENTORYS & ITEMS ON A WEBSITE SO THEY CAN DO IT REMOTELY.

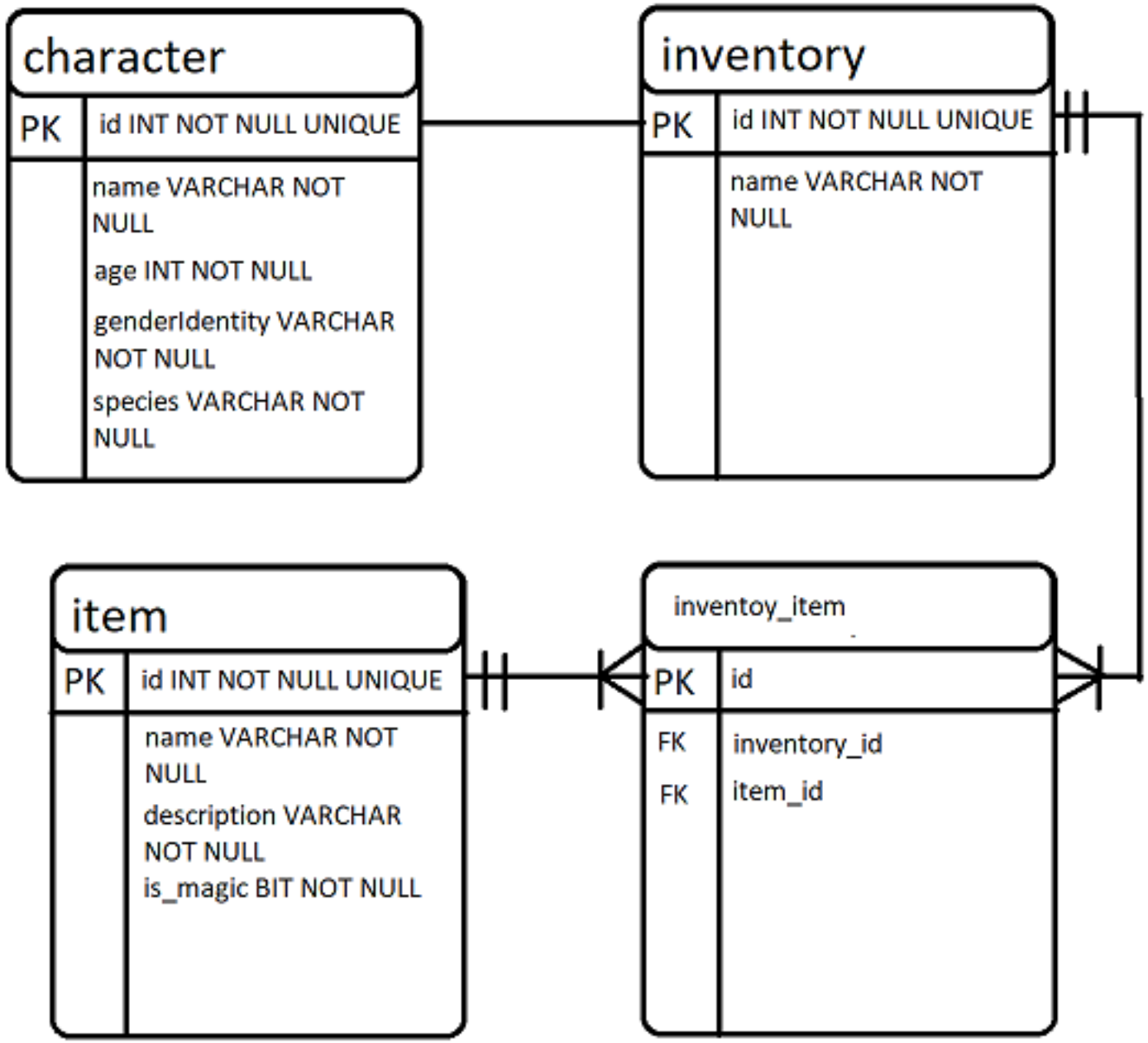
AS A PLAYER I WANT TO BE ABLE TO CREATE MY OWN CHARACTOR TO PLAY IN A GAME

ADD ITEMS TO THE INVENTORY TO USE
IN THE GAME

AS A PLAYER I WANT TO BE ABLE
TO LOOK AT MY CHARACTER ON A WE
AND SEE ALL OF THE INFORMATION ABOUT TH
SO I DON'T HAVE TO REMEMBER EVERY

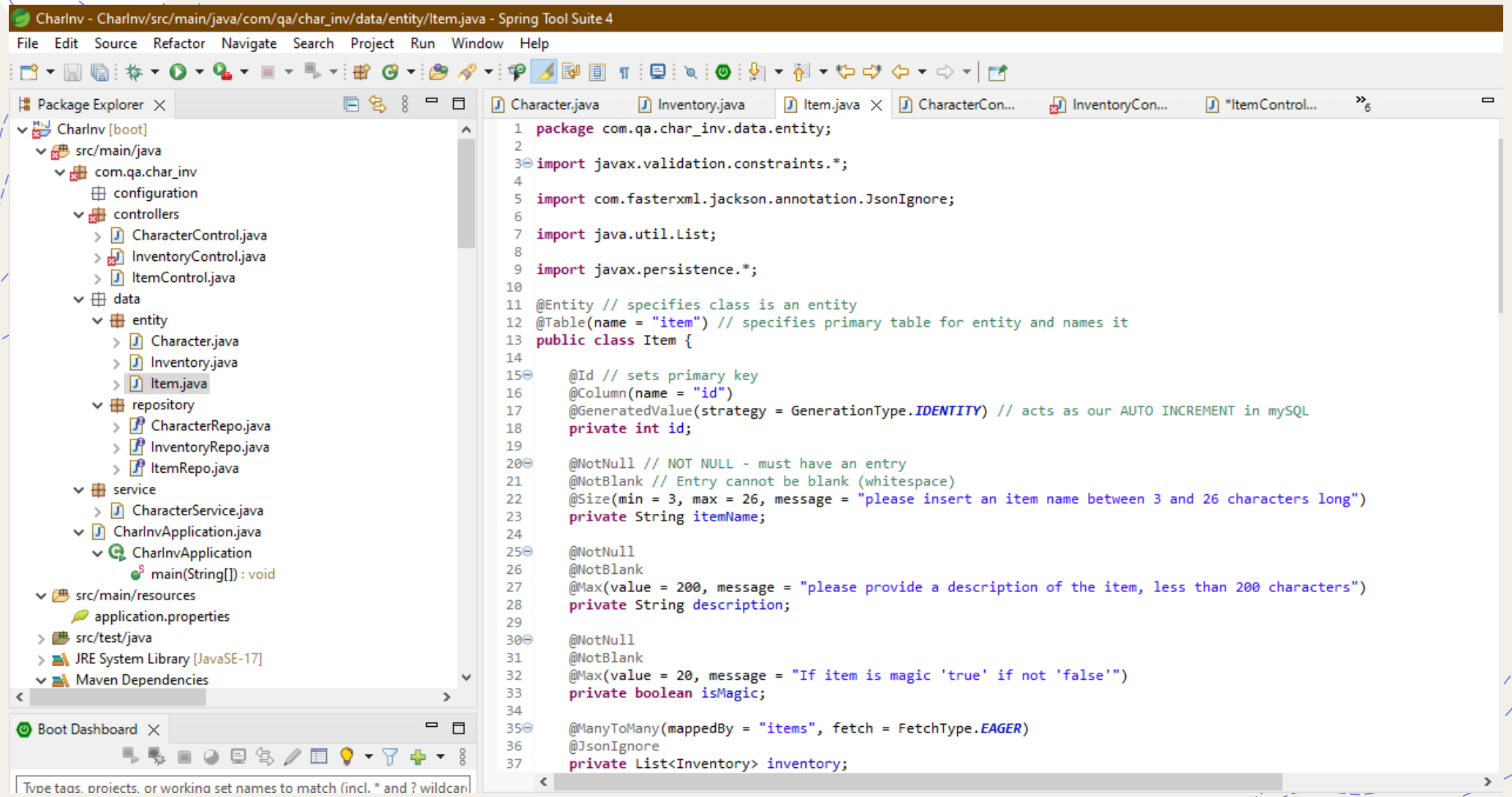
A PLAYER I WANT TO BE ABLE TO S
AT'S IN MY CHARACTERS INVENTORY

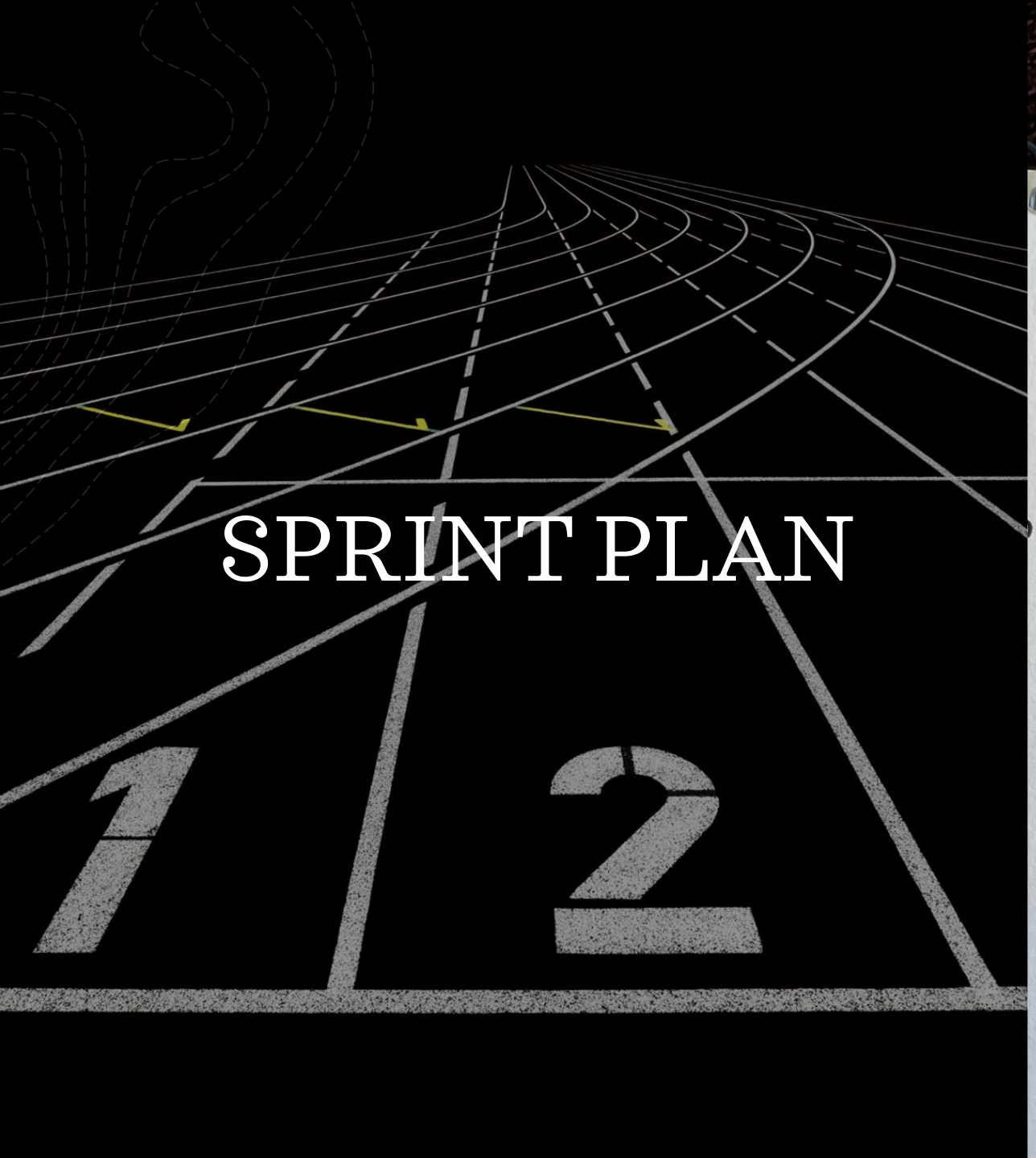
ERD


character
PK
id INT NOT NULL UNIQUE
name VARCHAR NOT NULL
age INT NOT NULL
genderIdentity VARCHAR NOT NULL
species VARCHAR NOT NULL
inventory
PK
id INT NOT NULL UNIQUE
name VARCHAR NOT NULL
item
PK
id INT NOT NULL UNIQUE
name VARCHAR NOT NULL
description VARCHAR NOT NULL
is_magic BIT NOT NULL
inventoy_item
PK
id
FK
inventory_id
FK
item_id

RISK ASSESMENT

EVENT	LIKLIHOOD	IMPACT	RISK	MITIGATION
Hardware malfunction	Possible	Severe	A hardware malfunction could cause a loss of all and any progress	Risk could be mitigated somewhat by backing up and saving regularly, luckily a online repository is being used for this purpose
Requirements of the task will prove difficult	Likely	Mid	A problem will arise in the course of the project that I will struggle to solve and time will be wasted	Ask for help.
Further research / learning	Likely	Mid	Some of the criteria for the project are still new concepts to me and were only gone over very recently.	I may have to go over some of the information again or research something more in order to complete the project.
Inexperience	Likely	Severe	While I feel I have understood most of what has been taught I - recognise that I am still fairly inexperienced with a number of aspects that are required for this project and so it will be easy for me to underestimate how long it will take me to complete certain aspects of the project	


CharInv - CharInv/src/main/java/com/qa/char_inv/data/entity/Item.java - Spring Tool Suite 4
File Edit Source Refactor Navigate Search Project Run Window Help
Package Explorer
CharInv [boot]
src/main/java
com.qa.char_inv
configuration
controllers
CharacterControl.java
InventoryControl.java
ItemControl.java
data
entity
Character.java
Inventory.java
Item.java
repository
CharacterRepo.java
InventoryRepo.java
ItemRepo.java
service
CharacterService.java
CharInvApplication.java
CharInvApplication
main(String[]) : void
src/main/resources
application.properties
src/test/java
JRE System Library [JavaSE-17]
Maven Dependencies
Boot Dashboard
Character.java
Inventory.java
Item.java
CharacterCon...
InventoryCon...
*ItemControl...
1 package com.qa.char_inv.data.entity;
2
3 import javax.validation.constraints.*;
4
5 import com.fasterxml.jackson.annotation.JsonIgnore;
6
7 import java.util.List;
8
9 import javax.persistence.*;
10
11 @Entity // specifies class is an entity
12 @Table(name = "item") // specifies primary table for entity and names it
13 public class Item {
14
15 @Id // sets primary key
16 @Column(name = "id")
17 @GeneratedValue(strategy = GenerationType.IDENTITY) // acts as our AUTO INCREMENT in mySQL
18 private int id;
19
20 @NotNull // NOT NULL - must have an entry
21 @NotBlank // Entry cannot be blank (whitespace)
22 @Size(min = 3, max = 26, message = "please insert an item name between 3 and 26 characters long")
23 private String itemName;
24
25 @NotNull
26 @NotBlank
27 @Max(value = 200, message = "please provide a description of the item, less than 200 characters")
28 private String description;
29
30 @NotNull
31 @NotBlank
32 @Max(value = 20, message = "If item is magic 'true' if not 'false'")
33 private boolean isMagic;
34
35 @ManyToMany(mappedBy = "items", fetch = FetchType.EAGER)
36 @JsonIgnore
37 private List<Inventory> inventory;



SPRINT PLAN

HAVE MY ENTITIES MODELLED
WITHIN JAVA & A DATABASE (RELA
HAVE FULL CRUD FOR MY ENT
TEST COVERAGE OF 80%
BACK END MUST WORK AS
API AND BE ABLE TO CONN
WITH A FRONT END.
A FRONT END WEBSITE TO

CONSULTANT JOURNEY

+JAVA

+SPRINGBOOT

+MYSQL

+HTML

+CSS

+JAVASCRIPT

CI

+ VERSION CONTROL

awggardner / charINV Public

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control	Updated 18 hours ago by awggardner	0 | 26	New pull request
dev	Updated 18 hours ago by awggardner	0 | 24	New pull request
onetomany	Updated 18 hours ago by awggardner	0 | 24	New pull request
manymany	Updated 19 hours ago by awggardner	0 | 23	New pull request
toString	Updated 20 hours ago by awggardner	0 | 21	New pull request
repo	Updated 22 hours ago by awggardner	0 | 15	New pull request
entities	Updated 2 days ago by awggardner	0 | 11	New pull request
pom	Updated 2 days ago by awggardner	0 | 2	New pull request

SPRINT REVIEW

SPRINT RETROSPECTIVE

CONCLUSION