# Spring Boot Proposal Final Project

**Instructions:** For this assignment, you will begin brainstorming and creating a proposal for your Spring Boot Final Project. Begin brainstorming ideas and come up with one you (and your group if you choose) feel fulfills all the requirements listed below. Your proposal will need to be approved during class in Week 4 by your instructor and submitted by the end of Week 4. On the next page, you will find a simple template for your proposal.

**Requirements:**

**1-person Project:**

* Database design which contains at least 3 entities and 3 tables
* Contains all CRUD operations (Create, Read, Update & Delete)
* **Each entity** should have **CRUD operations** with one entity having all 4 CRUD operations (Create, Read, Update & Delete).
  + - * Contains at least 1 one-to-many relationship
      * Contains at least 1 many-to-many relationship

**Group Project (max 3 people):**

* Database should have at least two tables per group member + one.
* Contains 2 entities per person, plus 1 entity done together at the beginning to solidify the structure expected for the project.
  + - * Each member of the group is required **to code their entities top to bottom**, including entity, controller, service, & DAO.
      * Each member of the group is required have CRUD operations on both of their entities, and implement all 4 CRUD operations (Create, Read, Update, & Delete) on one of their 2 entities
      * Contains at least 1 one-to-many relationship
      * Contains at least 1 many-to-many relationship

**Project Participants:**

Brandon Hill

**Title:**

Final Fantasy 14 Raid Team Planner

**Executive Summary:**

This is where you will describe what your project is intended to do. Remember, this project should be completed in 2 weeks time. If you can’t explain it in 1-2 paragraphs, you may need to scale it back so you can complete your initial features on time.

This application is intended for keeping track of the gear of multiple users in the MMORPG Final Fantasy 14. Users would be able to create an account representing their character, assign a job or multiple jobs to their character, and keep track of the gear the job(s) are equipped with. (Gear is generalized to tiers with different item levels).

**Initial Features:**

Create a bulleted list of planned features you plan to have completed in your project by the deadline.

Example of list of Features/Endpoints for a Library API:

* Entities: Users, Jobs, Gear, User Jobs, User Job Gear
* A User can perform the following operations:
* Login, and use system (theoretically, we weren’t really taught anything about making a login system and I only have 2 weeks)
* Browse all Users (GET on users)
* Find a User by Username (GET on Users with username specified)
* Browse all Jobs (GET on jobs)
* Browse all Gear (GET on gear)
* Create a new User (POST on users)
* Update a User’s character name (PUT on users)
* Delete a User (DELETE on users)

**Stretch Goals (to be completed if time allows, or after graduation):**

Create a bulleted list of planned features you plan to have once you have completed your initial features. These should be features that may require more research in how to implement or features that would take longer than the allotted time frame.

* Create, Update, and Delete on User Jobs
* Create, Update, and Delete on User Job Gear
* Implement an actual login system (if I can figure it out)