# Decision Register

## Structure

1. Coding challenge specific files such as decision registers will be included in the repo, although they are not project files; so they can all be accessed easily from a Git pull

## Code

1. Metadata such as the number of floors in the building will be stored in config, not the database
2. Elevator details will be stored in the database, since this is not volatile data and should be preserved even if there is a system failure. State data such as an elevator’s current floor and load will not be written to DB each time, as this would significantly slow down the application and increase data transport and storage costs. In the event of a system failure/reboot, elevators could be reset to a default state (eg. returned to ground floor) as a way to deal with the loss of state; other low risk options could also be explored.

## Database Design

1. Since data size is not a primary concern, strings will be stored in the DB as nvarchar rather than varchar, for better compatibility
2. Since elevator capacity could be specified as an integer (eg. number of passengers) or a floating point number (eg. weight), the max capacity field in the DB will be of type float. Having different DB structures for different elevator types is unnecessarily complicated and does not scale easily, and integers can be represented as floats without boxing.

## Future Features

1. A reset function that could return all physical elevators to a default state, eg. ground floor, to deal with a system failure/reboot or other scenario in which the software and hardware could get out of sync.
2. Security features such as role based authentication and authorization, to ensure only users with the required credentials can perform different levels of actions (eg. passengers should be able to call an elevator; admins should be able to interrogate the status of all elevators; superusers should be able to perform a reset).
3. A graphical observability interface to represent the elevators with their states visually
4. Dictionaries of phrases can be added for different languages to enable localization