I have a load of classification systems that I’m using for the background or for the models, whether these actually need to be implemented directly in the database or not you can probably tell better than I can.

I think perhaps the frontier system for world types was a bit confused, e.g. some descriptions make reference to what the *use* of the world is, whereas others make reference to its *nature*. I think perhaps these two should be separated out. Again though, it’s possible for me to do this in the descriptions, e.g. “an industrial colony / on an ice world”. However if there were both a “use” and a “nature” category, they could be mixed and matched, although again this could be overly complex, because you would need to have rules, e.g. you couldn’t have an agricultural colony on an airless world etc.

Ideally though, for example, you could have something like this;

Colony Name; Haeston

Habitability Category: A Type

Natural Description: Large Earth like planet

Use Category: Industrialised Colony

Use Description: Agricultural Centre

The above is just my system for making consistent descriptions, obviously all of that can be written manually by me and put into the description field. I’m not making any suggestion of how the database categories should work, but if you can see my thinking then you might have an opinion as to whether it would be worth separating things out, or if it would be too complex.

Also for artificial types, this is the system I’m making models based on;

**Artificial Structure Types**

**Stations**

(Commerce Stations; Structures designed to service and replenish civilian vessels.)

**Civilian Light Station**

Small space station designed for use in low population, low traffic systems.

**Civilian Medium Station**

Medium space station designed for use in medium population, medium traffic systems.

**Civilian Heavy Station**

Heavy space station designed for use in high population, high traffic systems.

(Science Stations; Station designed for scientific research of various kinds.)

**Science Field Station**

Small scientific research station, deployed in areas of special scientific interest.

**Science Centre Station**

Larger science station, generally sited in more populated areas and acting as centres for scientific research, and the coordination of research team deployment.

**Science Nexus Station**

Generally these stations are responsible for the coordination of the scientific efforts of an entire faction.

(Military Stations; Structures designed to service and replenish military vessels.)

**Post Station**

A small structure, these are little more than refueling areas. Containing fuel reserves, automated emplacements and repair drones. They are used for ships on extended operations in more remote areas.

**Redoubt Station**

Main regional staging areas for larger naval forces.

**Fleet Station**

Naval headquarters, hosts main fleets and has significant defensive capabilities.

(Private Stations; May be private stations, or stations belonging to individual corporations, these are not generally open use.)

**Private Station**

Small privately owned station, not open use.

**Facilities**

Space based structures designed for a specific purpose, may or may not provide docking facilities.

**Commercial Shipyard**

Provides higher level maintenance, repair and upgrade services for civilian vessels.

**Military Shipyard**

Provides higher level maintenance, repair and upgrade services for military vessels.

**Civilian Cargo Facility**

Acts as a storage location for cargo being shipped over long distances, allowing asynchronous pick up and drop off of goods.

**Emplacements**

Small unmanned structures, generally with a highly specialised purpose.

**Civilian Comms Relay**

Transmits civilian communications traffic between systems.

**Military Comms Relay**

Transmits military communications traffic between systems.

**Science Sensor Buoy**

Collects scientific data over extended periods of time.

**Military Defence Platform**

An automated emplacement with a fixed gun or guns, designed to be deployed either to guard border or enforce exclusion zones.

**Navigation Beacon**

A small emplacement that broadcasts navigational data marking a specific location. Maybe open or closed broadcast

**Misc**

Artificial structures not in usage, may be under construction, abandoned, partially destroyed or relics.

**Structure Under Construction**

A space based structure currently under construction

**Relic**

A destroyed or abandoned space based structure