Document Design

Overview

Star Wars is an American space opera film franchise (a subgenre of science fiction that emphasizes melodramatic adventure, interplanetary battles, chivalrous romance, and risk-taking. Set primarily or entirely in outer space.), created by filmmaker George Lucas, which has a series of films.

We need to build an API to be used in the front end of a game to be developed, which contains data from the planets of this franchise and their respective movies staged on each planet.

Goals

Create an API where it is possible to return from each planet:

- Name, Climate, Terrain;
- Each planet also returns the movies with the name, director, and release date.

Functionalities:

- Get planet by id;
- Get all planets;
- Get planet by name;
- Find planet by id;
- Delete planet.

No-goals

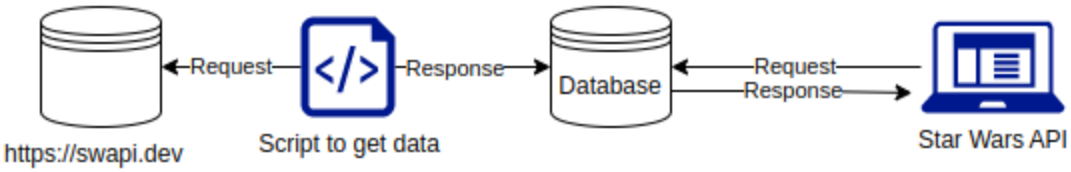
- Create a new planet or a new movie script that can be added to the franchise.

Design Solution

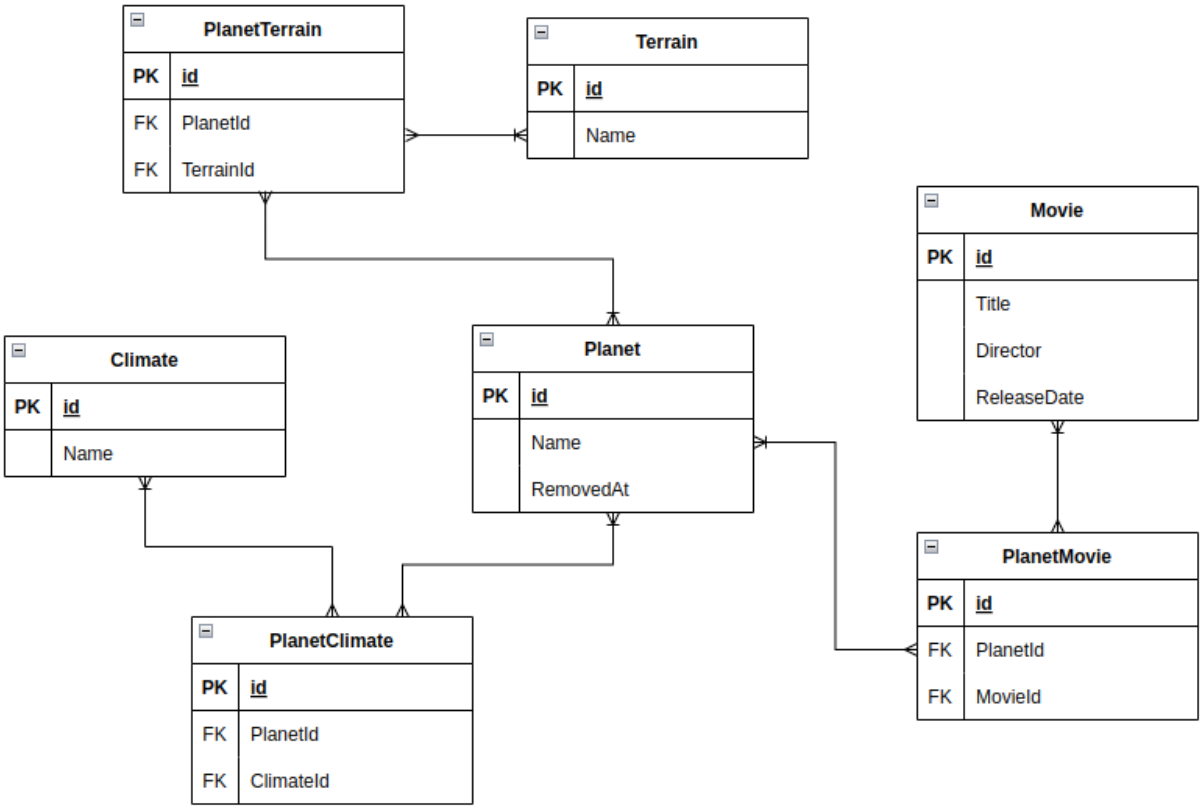
Swapi.dev

Swapi is the world's first quantified and programmatically-accessible data source for all the data from the Star Wars canon universe! See the documentation. For your requests, we will use the library SWapi-CSharp

As described in its own documentation, swapi only allows GET HTTP requests. For the development of this project, we will use the swapi database to get the franchise data and, through a script, save in our database the information only necessary to carry out the functions described in **goals** section.



Data Structure



Questions

- How to know the information about a new franchise movie released?

Milestones 1

- Create a structural base project
  - Logs
  - Swagger
  - Sonar Cloud
- Create the database using SQLite
- Create a script to get data from swapi
- Create Planet API

Milestones 2

- Create authentication
- Configure production development
- Discovery of how to get information about a new franchise movie released
    - Is a Cron the best case?