

**Change ID: 5.1-20**

## ***Remove TerrainPoint***

### ***Summary***

It is proposed to remove the TerrainPoint class from the model because it duplicates the VerticalStructure (natural highpoint).

### ***Background***

The [TerrainPoint](#) class is used to model terrain high points that have to be considered for obstacle assessment.

### ***Rationale for the change***

The [TerrainPoint class duplicates the VerticalStructure class](#) , which already has a type that models "natural (terrain) high point" and all the necessary attributes (position, notes). The association between TerrainPoint and ObstructionType class will be covered by the association of ObstructionType with VerticalStructure. Therefore, it is proposed to remove the TerrainPoint class from the model and use the VerticalStructure instead. As a consequence, it is also necessary to eliminate the intermediate "choice" class between Obstruction and VerticalStructure because there remains just one choice.

### ***Change proposal details***

Remove the TerrainPoint class from the model. Move the "obstruction" end of the association between Obstruction and ObstructionType directly to the VerticalStructure. Remove the ObstructionType class from the model.