Business Rules GameCenter

Application layer

- Customers that log in to their account gets the "game portal" UI, with their profile and bookings, and can browse games + edit their profile.

- Employees that log in to their account gets the "employee portal" with their profile and schedule, they can CRUD reservations, customers, computers, games etc.

- Employees may only CRUD their own profile (not things such as hire date and Job title) and no other employees, employees may view information about their colleagues such as schedule and contact info.

- For accountability reasons a reservation (booking) must be automatically associated with the employee that made the booking

- Admins that log in to their account may CRUD all that employees can + CRUD other employees and their schedules.

- Only admins may access the "login editor" and have access to all the sensitive information about user accounts such as passwords and can CRUD accounts and can set access levels.

- The customer "Loyalty level" is based on the number of bookings associated with a customer.

- The "reserved?" yes/no Boolean for computers is based on if the computer in question has a reservation for "todays" date or not.

- User accounts may be associated with eighter customers or employees but not both at the same time.

- Everything in the UI is customized for the user in question so to increase the ease of use.

- Customers can view what games are installed on computers they have booked or plans to book.

Database layer

- A game title may be installed on many computers but only be installed on an instance of computer in a single copy.

- A game ID (serial number) may only be associated with one computer.

- **A computer may not be double booked.**
- **All users must have the option to delete their profile and everything that is associated with them at any time.**