Requirements

Priority 1: Library Management

Keeps a record of our library assets – User-level dependent tagging system to improve searching, Publicly readable, editable by committee members

* Requires a database able to record different types of assets.
* Required assets may include
  + Board games
  + Card games
  + Game expansions
  + Wargaming terrain
  + Stall equipment
  + Books
  + Sale inventory (snacks, card packs, t-shirts)
* Viewable publicly but editable to only committee
  + Member tier login
* Tagging system to improve searching
  + Tags should be text input ie. Committee members can create new tags
  + Able to tag and remove values onto each asset. Some possible tags include:
  + Single-player
  + 5+ players
  + Rogue-like
  + Social game
  + Borrowed
  + Restricted access
* Tags should be searchable

Priority 2: Member Management

Managing member information and their annual memberships. Access control to ensure privacy, manage library borrowing records

* Member database
* Different member types with different access levels
  + Member
  + Gatekeeper
  + Committee
  + Webmaster
* Expire memberships at the end of the membership year
* Potential for life memberships
* Members able to be added and removed by gatekeepers/committee
* Gatekeepers able to be assigned by committee
* Committee able to be assigned by webmasters
* Member details only visible to gatekeepers/committee
* Records member’s borrowing history
* Track how long an item has been borrowed for
* Alert if item is overdue
* Record borrowing strikes (expire each semester)
* Possible database interaction between borrowing system and library database

Priority 3: Website

Content Management system to enable migrating content from the current website. Must retain ability to upload files for archiving, access control system to optionally limit access to different member groups.

* Able to migrate website content from old to new
* Able to upload files
* Different accessibility based on membership teir