Its like a repeat but added notes or whatever:

From office hours

Need to come up with a high level design of a database scheme

UAC

USER ACCESS CONTROL:

We will be implementing role-based authentication this is throughout all abstractions

Roles of UAC: (our values / mechanism)

Non-Registered User:

A user that is not an admin or vendor and has not registered an account. Can only access parts catalogue, builder, upgrader, and the support page.

Registered User

A user that is not an admin or vendor that has registered. Registered Users can view their own data. Can access everything a Non-Registered user can in addition to the User's Garage and the Reviews and Ratings.

Vendor

A registered user can request Vendor privileges from an admin to allow them to gain access to Vendor specific privileges. This includes viewing and editing the catalogue data for that vendor.

Admin

Can change and edit system files. Only an Admin can assign Registered users the role of Admin or Vendor. Admin's can add or remove users.

```
Based on X value I can do ...
Our High-Level Design:
       X = Admin
       X = Registered User / basic user
       X = Non-Registered User
       X = Admin
Need to check the roles to do the following:
Access the following views with listed functionalities, point of reference (see site map)
For { unregistered users} will have access to the following:
Main page
Register page/ login page
Product details (overlay)
Component catalogue
Most popular builds
       To view
For {admin} will have access to the following:
       User analysis dashboard
Vendor Linking
              Admins will have control over the vendor linking functionality
```

For {Basic, admin, developer, vendor}:

Most popular builds	
	To post:
	To edit
	To delete
	To view:
Profile page	
Profile setting (setting such as editing Account information)	
Shelf and/or stored builds on -> User garage	
Account page view	
Writing a Review	
Rating a Build	
Saving a build/ upgrade	
∟eader Board page	

Through the "authentication module" that can be called at any abstraction layer because it is a cross cutting concerns.