OSMS Important Components

Level One

Create a User

Create a Venue

Create a Team

Create an Event

Find Available Teams

Find Available Venues

Find Scheduled Events

Route to Event Locations

Hierarchical Access Levels

FAQ or User Guide

Web accessible

Modular design for future additions/changes

Utilize "Bootstrap" GUI framework

Level Two

Create an Organization

Team/Organization Update Communications

Create Tournament

Find Tournament

Manage Officials

User Profile w/ Stateful memory

Provide Schedule Templates for common Event Types

Auto Inactivity Logout

Transactional Logging of Activity

Level Three

Participate in Chat

Customer Support System

Real Time Event Status

Integrated Fee System

Create a New Event Type