**Requirements for the Board Game Events App**

**Functional Requirements:**

*User Registration and Authentication:*

* Users should be able to create accounts and log in securely.
* Users should pick interested board games for themselves.
* Users should expose they expirience in chosen games (beginner, amateur, professional).

*Event Discovery:*

* Users can search for board game events based on various criteria such as location, date, type of game, etc.
* Events should be shown by availability (free slots to join).
* An interactive map should display event locations (Optional).

*Event Management:*

* Users should be able to create, edit, and delete events they organize.
* Events should include details like location, date, time, type of games, and additional information.

*Venue Management:*

* Venues can register and manage their profiles.
* They can post and manage events they host.
* Venues can announce and host tournanmets and cup games.

*Communication:*

* Users should be able to communicate with event organizers and other participants, possibly through messaging features or comment sections.
* Users should be able to rate the event where they participated.
* Users can handle profile section about themselves and optionally expose additional information if they want (age, hobbies, work, lifestyle etc.).

**Non-Functional Requirements:**

*Performance:*

* The app should be responsive and provide quick search results even with a large number of events and users.

*Security:*

* User data should be encrypted and stored securely.
* Authentication mechanisms should be robust to prevent unauthorized access.

*Scalability:*

* The system should be able to handle increasing numbers of users, events, and venues without significant performance degradation.

*Usability:*

* The user interface should be intuitive and easy to navigate.
* Accessibility features should be considered for users with disabilities.

*Reliability:*

* The app should be available and reliable, minimizing downtime for maintenance or updates.