User Requirements Document (URD)

Core Philosophy: The user experience must be "Table-Friendly." This means the app acts as a **companion**, not a distraction. The interface should focus on high-impact actions that facilitate in-person play.

The Gamer Experience (Social & Play)

- **Dynamic Lobby Discovery:** Users require a **central feed** where they can "window shop" for gaming opportunities. This includes seeing which games are "**Starting Soon**" and which groups are "**Beginner Friendly**."
- **One-Tap Table Join:** To reduce social anxiety, the process of joining a group must be a "**low-friction**" digital handshake. Once a user joins, they should receive a "Preparation Card" with basic rules or a "How to Play" video link to prepare for the session. The cafe's staff can explain the rules on the fly as well.
- **The "Sherpa" Role:** Experienced players should be able to flag themselves as "Teachers." This allows new users to join complex games without fear of slowing down the group, creating a **mentorship** culture within the app.
- **Digital Trophy Case:** Users want to track their history. The app should maintain a "**Play Log**" of games played at the cafe, sessions hosted, and community "Reliability Streaks."

The Trader Experience (Marketplace)

- **Effortless Listing:** Users should be able to **list a game** from the TableTop internal registry with minimal data entry, ensuring that all listings look professional and uniform.
- **Trust-Based Trading:** Since the transaction is completed in a "**Verified Cafe Environment**," the user requires a system that handles the digital transfer of credits only after physical inspection of the game components is completed.

The Cafe Manager Experience (Admin)

- **Floor Awareness:** Admins need a "**Dashboard View**" of the cafe floor. This includes seeing which tables are "**Social Tables**" (open for LFG) and which are "**Private Bookings.**"
- **Digital Librarian Tools:** Staff need an interface to quickly toggle the availability of **"High-Demand" titles** in the cafe library to prevent users from searching for games currently in use.