#### DeepWiki emanavas/PadelFlow

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PadelFlow Overview

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## **User Roles and Authentication**

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## **Purpose and Scope**

This document describes the user role hierarchy and authentication system in PadelFlow. It covers the four distinct user types, their permissions, the session-based authentication mechanism, and the middleware components that enforce access control throughout the application.

For information about the main server configuration and routing setup, see <u>Server Setup and Configuration</u>. For details about tournament management workflows that different user roles can access, see <u>Tournament Management Features</u>.

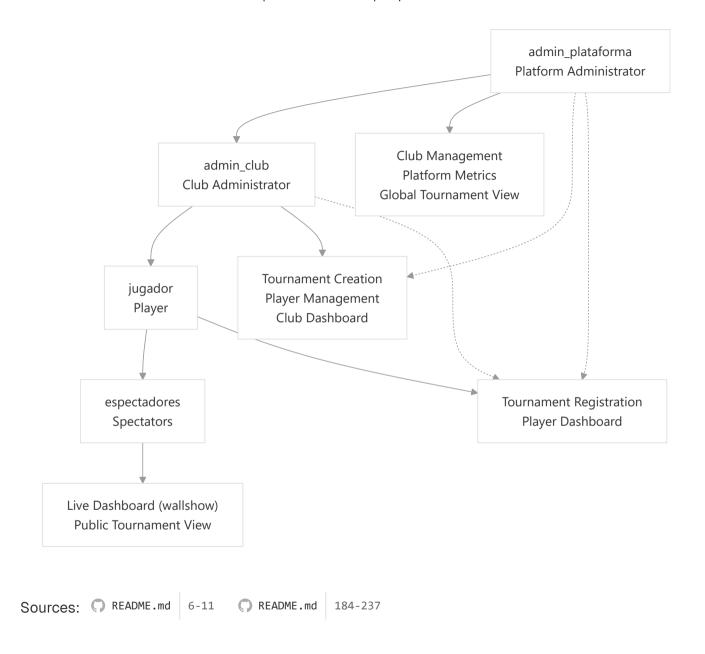
## **User Role Hierarchy**

PadelFlow implements a four-tier user role system with clearly defined permissions and access levels:

Role	Spanish Name	Access Level	Primary Functions
Platform Administrator	admin_platafo rma	System-wide	Manage clubs, view platform metrics, oversee all tournaments

Role	Spanish Name	Access Level	Primary Functions
Club Administrator	admin_club	Club-specific	Create tournaments, manage club players, add players to events
Player	jugador	Tournament participation	Register for tournaments, view tournament status
Spectator	espectadores	Public read-only	View live dashboard ( wallshow ) without registration

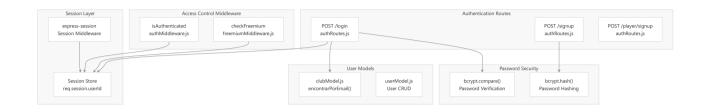
# User Role Hierarchy Diagram



# **Authentication System Architecture**

The authentication system is built on Express.js sessions with bcrypt password hashing. The architecture separates authentication logic into dedicated route handlers and middleware components.

#### **Authentication Component Architecture**



Sources: app.js 46-52 README.md 102-129

## **Session Configuration**

The application uses **express-session** for maintaining user authentication state across HTTP requests.

#### **Session Middleware Setup**

The session is configured in the main application file with the following characteristics:

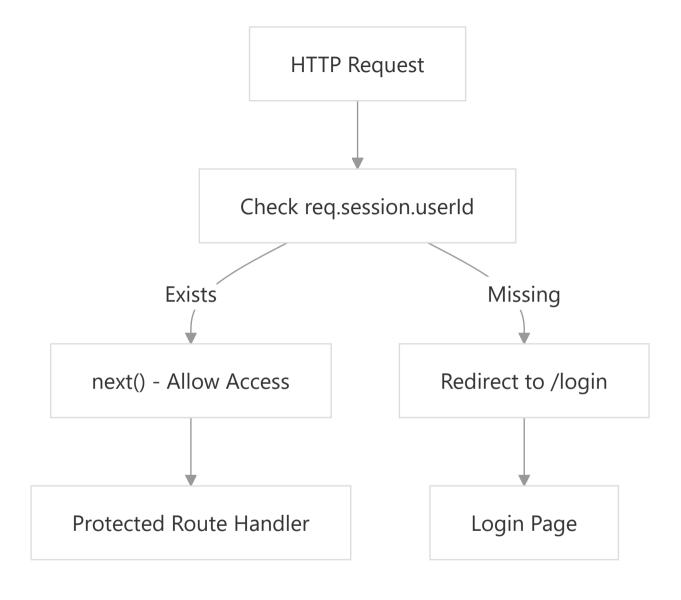
- **Secret**: Currently uses a hardcoded value 'tu\_secreto' (should be moved to environment variables)
- Storage: In-memory storage (default)
- Security: secure: false for development (should be true in production with HTTPS)
- Session Data: Stores userId to identify authenticated users

Sources: app.js 46-52

# **Authentication Middleware Components**

### is Authenticated Middleware

The isAuthenticated function protects routes that require user login:



This middleware is applied to all tournament management routes and administrative functions.

Sources: README.md 116-119

#### checkFreemium Middleware

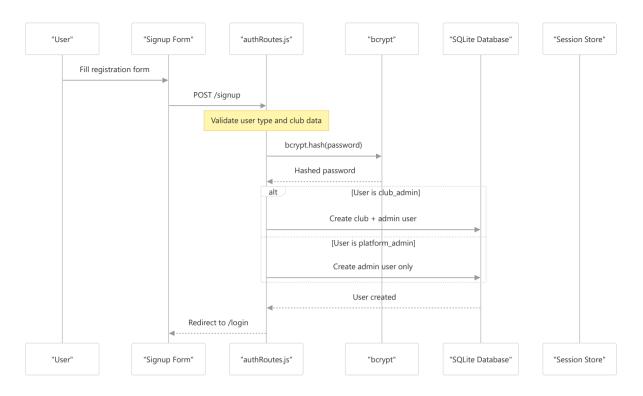
The checkFreemium middleware enforces subscription limits for club administrators:

- Retrieves the club ID from the user session
- Counts active tournaments for the club
- Prevents creation of more than 3 tournaments for freemium clubs
- · Redirects with error message if limit exceeded

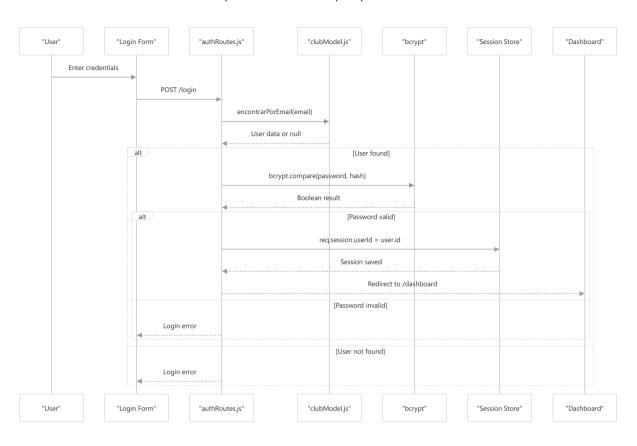
Sources: README.md 120-124

# **Registration and Login Flow**

**User Registration Process** 



**Login Authentication Flow** 



Sources: README.md 103-115

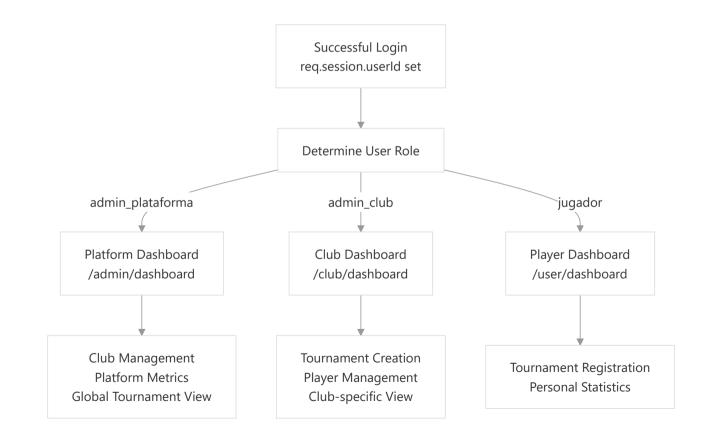
## **Role-based Access Control Implementation**

### **Route Protection Strategy**

Different route groups are protected with appropriate middleware based on the required access level:

Route Group	Middleware Applied	Accessible To
/admin/*	isAuthenticated	Platform Administrators
/club/*	isAuthenticated	Club Administrators
/tournaments/create	isAuthenticated , checkFreemium	Club Administrators (with limits)
Public routes	None	All users including spectators

## **Dashboard Routing by Role**



Sources: app.js 62-66 README.md 130-131

#### **Authentication Route Structure**

The authentication system is organized into specific route handlers:

#### **Core Authentication Routes**

- GET /login: Renders the login form
- **GET /signup**: Renders the registration form
- POST /login: Processes login credentials and establishes session
- POST /signup: Creates new users with role-specific logic
- POST /player/signup: Handles player registration by club administrators

#### **Registration Type Handling**

The signup process differentiates between user types:

- Club Admin Registration: Creates both a new club and admin user
- Platform Admin Registration: Creates admin user without club association
- Player Registration: Requires club association and is typically initiated by club administrators

Sources: README.md 102-115 app.js 10-15