

# Swedish Camp Command: User Journey

This document narrates the end-to-end user experience of the Swedish Camp Command system, weaving together the technical specifications into a cohesive story. It illustrates how Organisers, Guardians, and Coaches interact with the application.

## Characters

- **Bjorn (Organiser)**: Administrator of the camp, needs efficiency and oversight.
  - **Sarah (Guardian)**: Parent of a hockey-mad kid, busy, needs a friction-free experience.
  - **Leo (Player)**: Sarah's son, the participant.
  - **Sven (Coach)**: On-ice instructor, needs quick access to information.
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## Act 1: The Setup (Organiser)

It's January. **Bjorn** logs into the **Swedish Camp Command Admin Dashboard**. He needs to set up the camps for the upcoming summer. 1. He navigates to **Settings > Camps** and creates a new camp: "Summer Smash 2026". 2. He goes to **Products** and ensures "High Performance Camp (Week 1)" is listed. 3. He links the product to the camp, setting the price. 4. He configures the **Reminder Settings** for this camp: he decides on a gentle nudge after 3 days, and a firmer reminder 7 days after the initial invite.

The system is now ready to catch incoming orders.

## Act 2: The Purchase & Ingestion (System Automation)

**Sarah** visits the public camp website (external to this app) and buys a spot for **Leo** in the "Summer Smash 2026" camp. She pays via the webshop. 1. She receives a generic order confirmation email. 2. Behind the scenes, **The System** (via n8n) intercepts this email. 3. It parses details: Sarah's email, the product SKU ("Summer Smash"), and the order ID. 4. The **Ingestion API** receives this package. It checks the database: - Does Sarah exist as a **Guardian**? No, so it creates her record. - Does this order exist? No, so it creates a **Purchase** record with a status of **uninvited**.

## Act 3: The Invitation (Guardian)

A few minutes later, the separate **Invitation & Reminder Engine** runs its scheduled reporting check. 1. It spots Sarah's new **uninvited** purchase. 2. It generates a secure, unique **Magic Link** token. 3. It dispatches a friendly email

to Sarah: “*Action Required: Complete Leo’s Registration for Summer Smash 2026*”. 4. The purchase status updates to **invited**.

**Sarah** opens the email on her phone. She clicks the button. - No password to remember. - No “create account” friction. - She lands directly on a branded **Registration Page** for her specific purchase.

#### **Act 4: The Registration (Guardian)**

The form greets her. “Completing registration for order #1234”. 1. She enters **Leo’s** details: Date of Birth, Playing Position (Goalie), and standard Medical Info. 2. She selects his **Kit Order**: A “Large” Jersey and “Medium” Shorts. She adds “LEO THE LION” for the custom name print. 3. She hits **Submit**.

The system creates the **Player**, **Registration**, and **KitOrder** records. The purchase status flips to **completed**. Sarah gets a “See you at the rink!” confirmation screen.

*Alternate Reality:* If Sarah had forgotten to click the link, the **Reminder Engine** would have woken up 3 days later, checked her status was still **invited**, and sent her a polite nudge automatically, exactly as Bjorn configured.

#### **Act 5: The Overview (Organiser)**

Back in the command center, **Bjorn** checks the **Organiser Dashboard**. 1. He sees the “Summer Smash 2026” stats have updated: *150 Purchases, 1 Registration Completed*. 2. He clicks into **Kit Orders** and sees 1 Jersey (Large) needed. He can export this to CSV for the supplier later. 3. He checks the **Daily Attendance** view for the first day of camp. Leo is listed there, with a note about his peanut allergy (pulled from medical info).

#### **Act 6: The Day Planner (Organiser)**

As the camp approaches, Bjorn needs to schedule the chaos. 1. He opens the **Camp Day Planner**. 2. He defines the camp days: Monday through Friday. 3. For Monday, he drags a “On-Ice Skills” block onto the timeline from 09:00 to 10:30. 4. He assigns it to the “Elite” stream. 5. He notices a conflict—the “Beginners” stream is also on the ice at 09:00. He drags the Elite session to 10:30. The system saves the changes instantly.

#### **Act 7: The Camp Day (Coach)**

It’s Monday morning. **Sven**, the coach, is already at the rink. 1. He doesn’t have admin access, but he has the **Coach View** link saved on his phone home screen. 2. He opens it and selects “Elite Stream”. 3. He sees a clean, read-only timeline: *09:00 - Off-Ice Warmup, 10:30 - On-Ice Skills*. 4. He knows exactly where to be.

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**End of User Journey**