# Break My Game website

Code basis: html5, CSS3, javascript, PHP, postgreSQL (or MySQL)

## Site Layout

On every page

* Header
  + Logo
  + Links to all of the sections
  + Search bar?
* Footer
  + Copyright
  + Contact us?
* Sidebar
  + Location? – The board and Brew
  + Upcoming events (meetup link for now)

## Main Pages

* Home page (primary)
  + What we are about
    - Short description of the program
  + Where we are located>
* About Us (primary)
  + Board members
    - Name
    - Picture
    - Short Description
* Joining In (primary)
  + Playtester
    - Bring yourself
    - How to be a good playtester
      * Be critical, but be constructive
      * Fill out feedback forms
  + Designer
    - Design standards
* FAQ (primary)
* Contact us (primary) – move to the page footer?
  + Email and addresses for contact
* Feedback forms (secondary)
  + Online repository for feeback forms
* Members (secondary) – organized by affiliation: designer, artist, playtester
  + Member info
    - id
    - name
    - type: designer, artist, playtester, committee member
    - city
    - pic
    - Short description
    - Genre focus: designers only
    - Dues paid?
  + Each designer/studio is linked to a page of all of their games (tertiary)
    - id
    - game name
    - designer
    - Description
    - Condition of game – playtesting, kickstarter, on market (links)
* Designer Resources (tertiary)
* Seal of Approval (tertiary)
  + How to get in
* Blog (tertiary)
  + We can hard code this for now.