

## **S3 – Clubs**

### **General:**

Clubs is going to be one of our most important features when we launch because we are trying to launch this site to SFU/UBC as a website for their clubs.

The big seller with clubs here is that people don't have to be members of our site to view the club information. Viewers will be able to view all the information concerning the club but they will not be able to add anything to the page unless they sign up. I'm sure this idea will come back to haunt us, but when asking around on clubs day at SFU, more than several times the club managers were saying how they try to use facebook as their clubs page but not everybody has a facebook account, so they have to send emails to promote events in their clubs. Not only will we allow non-members to view the club information, our clubs page will also have an email list where the manager can send an email to all members of the club, even those not on our site. Clubs managers at SFU have to create an email list regardless, now they can just do it on our clubs page, and any update they make on the clubs page here will have an option to send a notification to all members via their personal email addresses and/or their WYT inbox.

In this S3, for each section, there should be three states; one for when one of the managers is viewing the page, one for when a member is viewing the page, and one for when a non-member of WYT is viewing the page. For the S3, I will describe it all as if it was being viewed by the manager, and will then add additional edge cases to explain what happens when a member or non-member view the same page.

### **Main Clubs Page:**

#### **Header – manager view:**

The header will act the same as the header always does when you are a member of WYT. If you are a manager of a club, you are obviously a member of our site so there is no change in the header here.

#### **Header – members view:**

As a member of the club, you must be a member of the WYT site, so there is no change to the header in this state.

#### **Header – non-members view:**

The header bar for non-members is different. It will default to the “log in” state (exactly as it is on our log in page).

#### **Nav Bar – manager view:**

Each club will look similar to a profile. It is something that will be built up like a profile but by all the members and managers, not just one person.

The first thing you may notice is that there is no “friends” button, instead it has been replaced by a “members” button. In the latest designs (July 1<sup>st</sup>, 2011), we do not have a proper art asset for a members button, but it will go where the “friends” button used to be.

The second thing you may notice is that there is obviously no “clubs” button since a club cannot belong to another club. Instead of the clubs button, we will have a “schedule” button. In the latest designs (July 1<sup>st</sup>, 2011), we do not have a proper art asset for the schedule button, but it will go where the “clubs button” normally goes.

At the top right of the nav bar, there is a button that now says “manage club”. This is for the manager or club staff only, not the members or non-members.

#### **Nav Bar – members view:**

The only difference in the nav bar when viewing it as a member is that there is no “manage club” button.

#### **Nav Bar – non-member:**

The only difference in the nav bar for non-members is that the “manage club” button will now say “join club”.

#### **Action Bar – manager view:**

The action bar is the bar directly underneath the nav bar and above the “about” section. In the manager view, there will be two options:

1. Invite members: clicking on this will bring up the “invite members” overlay, where a list of the managers friends will appear and they may select which friends they wish to send an invitation to. This pane should have the option to send to all friends, or allow them to select individual or multiple friends at once.
2. Send out urgent notice: clicking this button will bring up the “urgent notice” overlay. This overlay will allow the user to post a loud and obnoxious message to the top of the clubs page. It will also allow them to send this urgent notice via email to all of the club members directly to their personal email address or into their WYT inbox.

#### **Action Bar – member view:**

There is no action bar in the member view.

#### **Action Bar – non-member view:**

There is no action bar in the member view.

### **About – Manager View:**

This section is where the staff or manager can edit and describe what the club is all “about”.. eh? EH?? When creating the club, the “club description” is the information that appears here. In the default state, there will not be an image loaded in this section. When there is no photo loaded, the image will be similar to the default state in your profile; there will be a generic image saying “upload a photo”. In this section, it will have the same functionality as on a person’s profile; the manager will be able to edit the blurb, change the picture, comment, and view all the comments on this description.

### **About – member view:**

For a member, the only difference in this section is that they may not edit the blurb or change the picture. Those options do not appear for them. They will still be allowed to comment and will still be allowed to view all the rest of the comments.

### **About – non member view:**

In this state, there is no “edit blurb”, “change picture”, or “comment” button. The rest is accessible by a non-member.

### **Club Schedule – manager view:**

The club schedule is the most important section on the main page for a club as this is what people will be mainly checking in to see. It consists of a calendar on the left and a list of events on the right.

The calendar on the left will default to the current month and day, and dates that have an event logged on them will be highlighted in a different colour. The current date will also be highlighted differently (different than dates with an event as well). Underneath the calendar, it will display today’s date and it will say how many events are happening today (ex: 4 events on this date). If there is only 1 event today, it should say “1 event on this date”. Highlighting different dates in the calendar will change the text underneath (the user doesn’t have to click on the date, just highlight). Under this text, there will be a button that says “view full club schedule”. Clicking on this will take the user to the club’s full schedule. This is the same as if the user clicked on “schedule” in the nav bar.

The list on the right lists all of the events that are the selected date. By default, since the calendar is on today’s date, it will also default to today’s date. In order to change the list on the right, the user must either click on a different date in the calendar, or

click on the arrows next to the listed date at the top. Clicking the right arrow will advance to the next day, the left arrow takes the user back one day.

For each event in the list (maximum 4 in this preview window), it will list the title of the meeting, the time it starts, where, and any extra notes the creator has added, and the number of comments in that event. Please note that it does not have to show all of this information, in some cases there may not be an any extra notes, description and/or time posted. The only necessary information is the title and the number of comments added. If the manager cancels a meeting, the event still remains on this page but a big red image appears on the right saying “canceled”. If the manager or staff has accepted an invitation to a special event (special events are events that are happening outside of the club, not events/meetings created by the club), then that event will also appear in the calendar but a big blue image saying “special event” will appear. If the user clicks the subject of the event in the preview window, they will be taken to the full schedule view (right now there is no awesome mockup of it, but there is a wireframe and it is pretty basic, it’s just like the preview window but with more details underneath, a spot to put your own notes, and then comments underneath all that. We can walk through that when you get to it if we don’t get it properly designed by then).

Under the four events in the list, a button will read “add an event to this date”. Clicking this button will bring up the “add event” overlay.

#### **Club Schedule – member view:**

The club schedule preview window will function the exact same except for one exception; there is no “add an event to this date”.

#### **Club Schedule – non-member view:**

Non member view will act just like the “member view” (no “add an event to this date” button).

#### **Upcoming Special Events – Manager View:**

When a club has been invited to an event from an outside party, these are called special events. The manager or staff must accept this invitation before it appears here. Once it has been accepted, the manager can decide to notify the club about this invitation to everybody in the club, or he can choose not to. Either way, once accepted, it will appear in this window.

This window should show the next 4 special events that the club has accepted to go to. It works the same as the normal “events” do as this is really the same component. Please see the “events” S3 to know how this all works.

#### **Upcoming Special Events – member View:**

This section should function just as the manager view.

**Upcoming Special Events – non-member View:**

This section should function just as the manager view.

**Club Photos – manager view:**

Club photos works the same as the photos in the regular section. Users can upload photos to the clubs page and they will be presented in the same way photos are presented to the user on their profile. The user can click on “upload club photos” and upload all the photos he wants but, unlike the user photos section, he does not have to specify for what interest they are associated with because they go immediately in the club’s photo section (and clubs don’t have different interests). There will be more on this photos section in the Photos S3.

**Club Photos – member view:**

Members should have the same privileges as the manager for photos. They will be able to upload photos as well.

**Club Photos – non-member view:**

Non members will only be allowed to look at the photos (if there are no specific privacy settings set).

**Club Stories and Discussions – manager view:**

Again, like photos, people can post stories and discussions that will only stay in the clubs section. Anything posted here does not appear in their individual profile. This component is pretty much the exact same as the discussions component off of the user’s profile. The manager and staff have the option to delete discussions as well as create them.

**Club Stories and Discussions – member view:**

Club members can upload discussions and delete their own if they want but they cannot delete discussions they did not start.

**Club Stories and Discussions – non-member view:**

Non members can only read the discussions and cannot add or delete anything.

**Club Activity:** Please omit this for now. We will cut this feature until stage 2 or something.

**Note:** though it is not in the mockup, the friend suggestions should appear at the bottom of the page for the manager and member views. For the non-member view, there should not be anything that appears there (for now, in the future maybe we can fill that space with a splash screen or something).

(the following is still on the main clubs page but in the left column)

**Urgent Notice – Manager view:**

When the manager or staff decides to put out an urgent notice, it will appear at the very top of the left hand column. If there is no urgent notice, it will not show up at all, instead “club stats” will be the first box in the left hand column. The urgent notice should have a red box at the top where the text “urgent notice” appears. Under that, the notice the manager has typed in appears. The box should resize to fit all the text in the urgent notice.

**Urgent Notice – member view:**

The member view will be the exact same as the manger view

**Urgent Notice – non-member view:**

The non member view will be the exact same as the manager view.

**Club stats – manager view:**

The club stats panel is created once the user creates a club. In the club creation process there are a few things that the user can fill out (such as the associated interests, tagline, privacy settings). This panel displays that information as well as how many members there are. Members are all registered members, staff and managers. This panel must be implemented in a way that it can expand easily as we may add to it later. Also, the club tagline and associated interests could be quite long so it will need to resize depending on the length of the tagline and associated interests.

Not in the mockup: The club stats needs to have the edit button next to it for the manager. Clicking on this edit button will take the user to the “clubs creation” page but it will be filled out with all the up to date information. It is similar to the way editing a list or discussion works. The user can then edit the club information and hit save, it will not create a new club, just update the existing one. Also, there needs to be the “main contact” category in the stats panel. Here, a name and an email

address will be displayed so people with questions can email somebody to get some answers.

**Club stats – member view:**

It will look the exact same as the manager view, but there is no edit button for the member to click on.

**Club stats – non-member view:**

It will look the exact same as the manager view, but there is no edit button for the member to click on.

**Members panel – manager view:**

The members panel will display the top 5 members of the club that have the highest compatibility rating with you. This component will be the standard user thumbnail component we use everywhere else (shows the picture, name, compatibility rating, and if they are online or not).

At the top of the panel, it will say how many members there are in the group as well as how many members are your friends already. At the bottom of the panel, the footer will say “see all (##)”. Clicking on this will take the user to the members page where they can see all the members of the club.

**Members panel – member view:**

The member view for the member panel will look the same as the manager view and function the same way.

**Members panel – non member view:**

The non-member view for the member panel will look the same as the manager view and function the same way.

**Other clubs panel – manager view:**

Similar to the same style as the members panel, the other clubs panel will randomly show five other clubs associated with the same school. This is to help promote other clubs at your university.

Note: Under the “other (university) clubs” title, it will not say “## clubs” or anything. It will just show the five random clubs associated with your university. The current mockup is wrong. There will also NOT be a “see all” link in the footer.

**Other clubs panel –member view:**

This will look and function the same as in the manager view

**Other clubs panel – non member view:**

This will look and function the same as in the manager view.

**Club staff panel – manager view:**

Here it will show the club manager(s), and up to 4 random staff members, making a total maximum of 5 people in this panel as well. In this thumbnail component, we will show the name, picture, if they are online, and if they are a “club manager” or a “staff” member. In the footer, it will say “see all (##)”. Clicking on this link will take the user to the “members” page but to the “staff and managers” section.

**Club staff panel – member view:**

This will look and function the same as in the manager view.

**Club staff panel – non member view:**

This will look and function the same as in the manager view.

## **Detailed Sections**

### **Create a club:**

(Mockup not finished, please see the pdf) When creating a club, this is the first and only step in the creation process. Creating a club is accessed off of the “clubs” detailed link on a user’s profile or the “clubs preview” panel on the user’s main profile page. When they click on “create a club”, they are taken to the clubs detailed section where they are presented with all the clubs detailed navigation links on the left, and then the creation process on the right. The creation process is divided into two columns:

1. the left column has a spot for three photos to be uploaded. The first photo (in stage 1) should always default to the official university logo. In this case, SFU. The user cannot change this photo. The second slot will have the standard “upload an image” photo displayed. The user can then click on it to upload a new image which will appear in the second slot of the clubs profile pictures. The flow will work the same as uploading profile pictures during the setup (without the captions and all that, just the photo). The user does not have to upload photos to complete the setup.



2. The second column will be the club information. Here, there will be a series of text boxes to fill out which will create the base information for the club. The input boxes are (in this order):
  - a. Club title: Here the user can put in their club title. We will need to have the max character component underneath the text box as well. Max character value should be set to 45 for now, but may have to be shorter.
  - b. Club description: The club description is like the “blurb” in the profile and functions the same way.
  - c. Club slogan: This appears in the club stats section. It’s so people can put a little catch phrase to sum up their club.
  - d. What interests are associated with it?: there are three slots in this section. The first one is always defaulted to SFU (and locked on SFU). The next two slots the user can add themselves to help attract others with the same interests into the club. There will be a bit of a description here as well saying why these associated interests are important.
  - e. Main contact name/main contact email: These two boxes are for the manager to put in the contact name and email address of the person responsible for any questions directed towards the club. This information will appear in the stats panel.
  - f. Who may join?: This is where the manager sets the privacy settings on the club. There are two options to chose from:
    - i. Public (anybody can join and view this club): selecting this means that people can just join the club without requesting permission, they cannot join as a manager or staff member though.
    - ii. Private (staff must accept requests from users to join): Pretty self explanatory, the users must request permission to join. Once accepted, they are now members.
    - iii. Note: stage 1 we will not have private clubs where people cannot see anything in the club, that will come later perhaps, but since it is all SFU students, we can keep it open.
  - g. Done: once finished, the user can click done. The user will then be taken to their new club page where they can start filling things out in more detail.

### **Members – All Members – Manager view:**

When the user clicks on the “members” button in the nav bar, or clicks on “see all members” (in the parts mentioned above on the main clubs page), they will be taken to the members section. Here, it must show a list of all the members, displayed in alphabetical order to begin with. All members will include all staff and managers as well as normal members.

Note: Dorian's mockup does not have the sorting options, but if you look at the wireframes, you can see how it works, the four sorting categories should read:

1. compatibility
2. mutual friends
3. alphabetical
4. last online

The left hand column will display the different sections under the "members" section. These options are:

1. all members: clicking on this will take the user to the "all members" page
2. staff and managers: clicking on this will take the user to the page just like the "all members" page, but instead it will only display the staff and managers.
3. email list: clicking on this will take the user to the email list page. (stage 1, only managers and staff will be able to see this option).
4. member requests (only seen by staff and managers): clicking on this will take the user to the page where they can view the members who wish to join. If the club is open to the public, we can still keep this link there, it will just never have any requests.

At the bottom of the of the main "all members" section, there will be a footer with the search bar in it, defaulted to "people".

Above the members section, and underneath the nav bar, there will be the action bar for the manager/staff. This action bar has two options, both will bring up the same overlay. The two options are "manage members", and "manage staff".

#### **Members - All Members - staff view:**

This works the same as the manager view except there is not an option to "manage staff" in the action bar.

#### **Members - All Members - member view:**

As a member this page will look and function the same way with only two differences; there is no action bar and there is no "member requests" link in the left hand column.

#### **Members - All Members - non member view:**

This works the same as the member view; no action bar and no "member requests" in the left hand column.

#### **Members - manage members - manager view:**

This is the overlay that appears when a staff member or the manager clicks on "manage staff" or "manage members". As a manager, you have the right to move

members over to the staff section or to the managers section. You may also move managers or staff to the other categories, and you may ban anyone from the club when you like. Once you have moved and organized your members/staff/managers, you must hit “done” to save it all and implement the changes. Hitting cancel will cancel any changes you’ve made (except for banning members since there is a confirmation pop-up which I will discuss in a bit.

By default, all buttons underneath the columns will be grayed out, but when you click on a name in one of the columns, the options underneath that column will change to full opacity to hint that they may now select an option below.

Ex: If the user clicks on “Ade Dobe” in the “members” section, the text for the three options under that column turns black. If the user clicks on “move to staff” or “move to owners”, then Ade Dobe will move to that specified column and the next person in the “members” column will then be highlighted.

If the user moves the last person in the column to another one, then the state returns to the default state when entering this screen (nothing is selected or highlighted).

One important rule to note is that there must be one person in the “manager” section at all times. So if there is only one person in the club, there will be no options highlighted when the user clicks on their name in the Managers section.

**Ban from club confirmation pop-up:** When the manager clicks on “ban from club”, a confirmation pop-up will appear. This pop up will have the title that says “remove from club”. Under the title, it will say “Are you sure you want to remove (First/Last name of user being removed) from the club?”. There will be two options under that; “done” and “cancel”. “cancel” will cancel the action and “done” will confirm the ban and the user will then disappear from the member/staff/manager list.

Stage 2 for this pop-up, there will be a box in the pop-up that the user can click on before hitting done. Next to this box, text will say “also ban this user from viewing this club”. This is stage 2 because I have a feeling it will be a lot of effort and edge cases to think of in order to not allow a user to view a club.

### **Members – manage members – staff view:**

As a staff member (not a manager), you can only ban members from the club and you may not affect other staff or managers. So by default when a staff member clicks on “manage members”, the screen will appear and function in the same way with the following exceptions:

- all buttons underneath the “staff” column will not appear
- all buttons underneath the “managers” column will not appear
- Under the “members” column, the only button that appears will be “ban from club”.

The “ban from club” button still works the same way as in the “manager view”, it will be grayed out until the user clicks on a name in the “members” list.

Note: Since there is only going to be one option under “members” for the staff, if it’s easy enough, can we have that one option and the “cancel/Done” buttons bump up so there is not so much dead space between the columns and the “done” button.

**Ban from club confirmation pop-up:** this works the same as in the manager view.

**Members – manage members – member view:**

Members will not have the option presented to “manager members” or “manage staff” so they will not be able to view this screen at all.

**Members – manage members – non member view:**

Non-members will not have the option presented to “manager members” or “manage staff” so they will not be able to view this screen at all.

**Members – email list – manager view:**

Note: in the mockup, there is no option in the left hand column that says “email list”, but it should be there.

The email list allows the manager and staff to keep a list of all the members of a club handy with their email addresses. Members of the club do not have to be a part of the SRS, so this is why the email list is so important. Whenever the manager or staff makes an update to the club, they have the option of notifying all members via email. The list here is the email list that will notify all the members.

In stage 1, we will only present the email list to the staff or managers, stage 2 we will open it to others but with a few restrictions. As a manager in stage 1, they may add members to the list by adding their name in the “name” field below, and then by adding their email address in the “email” field and then they must click done. The “done” button only turns to full opacity (and is selectable) once it detects input in BOTH boxes. The text above these boxes should read “add the name and email address of a member in order to automatically send them any updates made to your club schedule or club events” (stage 1).

As the manager hits “done”, the name will appear in the list and there will also be a “remove” button next to that member. Clicking remove will simply remove the name from the list.

**Members – email list – staff view:**

Staff has the same options presented to them as managers in the email list.

**Members – email list – members:**

For stage 1, members will not be allowed to access the email list, it will not be an option in the left hand column.

Stage 2, they will be allowed to add members to the list. The text above the name and email fields will read “don’t see your name in this list? Don’t miss out on important updates and add it. (Only the staff will be able to see your email address)”. Having said that, the “email” column in the list will not be visible to members, nor will the “remove” buttons.

### **Members – email list – non members:**

Non-members will also not be allowed to view the “email” column or the “remove” buttons, and they will also not have the options to add email addresses into the list. The name/email/done button will not appear here, nor will the text above those input boxes.

### **Members – member requests – manager view:**

When a club is set to “private”, users who wish to join the club must request permission, much like when requesting permission to be friends with somebody. It is really the same component as the “friend request” component. Friend requests will appear in chronological order from top to bottom (so the oldest is first in the list). The user can then click on a few buttons in each member request box, those buttons are:

- “accept” to accept them in the club. Once clicked on, the generic overlay will appear for 1 second or until the user clicks on “close”. This overlay will say “(first/last name) is now part of the club”.
- “profile” to view whatever they can on their profile (privacy settings may interfere with certain information that we will figure out later, probably stage 2)
- “message” to bring up the standard message overlay
- “ignore” to remove the request from the list without taking any action.

In the manager view, the action bar will say “manage members” and “manage staff”.

### **Members – member requests – staff view:**

Staff will have the same functionality as a manager on this screen, the only exception is that there is no “manage staff” button in the action bar.

### **Members – member requests – member view:**

Members will not see this option in the left hand column, therefore will not be able to access this screen.

### **Members – member requests – non member view:**

Non members will not see this option in the left hand column, therefore will not be able to access this screen.

### **Photos – all photos – manager view:**

Photos work the same as they do in a user's profile but there are a few differences:

- photos can be uploaded by any member/staff/manager and they all go into the "all photos" section, there are no "interests" sections in clubs.
- There is only an "all photos" section
- The action bar has three options:
  - o Change main club photos: clicking on this will take the user to the "edit club" page where they can change the club photos
  - o Upload a photo: clicking this will take the user to the photo upload screen (like in the user's photos section, but just for clubs)
  - o Create an album: clicking this will take the user to the album upload screen.
- The title of the album section should read "club albums"
- The title of the individual photos section should read "club photos".

The rest of the photos section works just like the normal photos on a user's profile.

When viewing a full picture, only the manager and staff can remove photos or albums.

### **Photos – all photos – member view:**

It works the same as the manager view but the user does not have the option to "change main club photos" in the action bar.

### **Photos – all photos – non-member view:**

It works the same as the manager view but the user cannot see the action bar because they cannot upload anything. In the detailed picture view, the user cannot post comments or remove photos.

### **Videos – all videos – manager/staff/member view:**

This is almost exactly the same as the videos a user can upload to their profile. Here are the differences:

- Managers/staff/members can upload videos but non-members cannot add anything. Non-members will not be able to see the action bar.
- In the left hand column, there is only one option, which is "all videos".
- When anybody uploads a video to the club, it goes in the "all videos" section.

### **Videos – large view – manager/staff view:**

Again, it's the same as the large video view on a user's profile, but the only option in the "video actions" list is "delete video".

### **Videos – large view – member view:**

This is the same as the manager/staff view but the member does not have an option to delete the video or remove any comments.

### **Videos – large view – non-member view:**

This is the same as the "member" view with the added restriction that they cannot post any comments either.

### **Videos – upload a video – manager/staff/member view:**

It is the same as a user uploading a video to their profile with the exception that there is no "for what interest?" dropdown box as videos in clubs do not attach to a specific interest.

### **Videos – upload a video – non-member view:**

Non-members cannot upload videos so they should not see this screen ever.

### **Discussions - manager/staff/member view:**

For discussions, it follows the same rules as the videos and photos and all that. There is only "all discussions", only managers/staff/members can upload discussions and post comments, non-members cannot add anything, just watch.

In the discussion creation page, there is no "for what interest?".

### **Discussions - non-member view:**

As mentioned above, the user cannot upload a discussion nor can they post any comments to discussions, but they should be able to access and read them all.

### **Events – invitations – manager/staff view:**

As a manager, you can review invitations from events and decide which ones your club may be interested in attending.. This works the same way a user gets an event invitation and is pretty much the same component. The only differences are:

- in the action bar, it says "create a club event". Clicking this will allow the manager to create a special event that they can then forward to their club.

- When the manager accepts an event, a pop-up will say “Event has been moved to your Confirmed Events. Do you want to notify all the members in your club?”. The user can then click on “yes, notify them”, or “no”. Clicking on “yes” will then send an email to all addresses in the email list with the details of the event.
- Also, when a manager accepts an invitation, this event will now appear in the preview window on the main clubs page.
- Note: in the mockup, it says “forward to members” and “ignore”, it should actually read “attending” and “not attending”.
- If the manager clicks on “remove event”, a pop up will appear saying “Are you sure you want to remove this event? If you change your mind, you’ll have to get another invitation sent.” The user can then choose to click on “yes, remove” or “cancel”.

### **Events – invitations – member/non member view:**

Members and non-members do not have access to the invitations page.

### **Events – confirmed events/event history:**

This works the same as the events on a user profile page but with the following exceptions:

- members and non-members cannot see the options to change a confirmed events status (no “attending”, “not attending”, or the “remove event”).
- Members and non-members cannot change the feedback from the dropdown menu on an event in the event history section.

The rest should be the same.

### **Clubs listings – Detailed Links (when you click on the clubs button) – member view:**

Because this is attached to your profile and not to the clubs, there is only one view with this one (no member, non-member, administrator views, etc...) There are several similarities between the clubs listings component and the search results component but many differences so I’ll explain it all from the top.

On the right side, there will be an action bar with two options for the user:

- create a club: clicking on this will take the user to the clubs creation page
- move clubs to a different interest: clicking on this will bring up the overlay (same as with photos), but the user will then click on clubs, choose a category from the dropdown menu, and can click on “move”. Mockup can be done if you need it.



Under the action bar, we have the main component where it shows all the clubs the user has joined. In the title bar, it will say the interest your are in (ex: Theatre Clubs, All Clubs, etc...). Under the title bar, a short description will read "Here are all of your clubs associated with your interest in (name of interest)".

Under the description, there will be a few options to sort the clubs on the page. Those options are:

- club title:
- number of members: (amount of people signed up for the club)
- number of friends: (amount of your friends in the club)
- activity: (posts today)

By default, the clubs listing will be sorted by activity (posts today)

For the component holding all the club information, it is pretty straight forward. The title will be clickable to take the user to that club, underneath the title is the last activity line. This line will display when the last comment or post or upload was made to the club and by whom.

Under the activity stamp, it will display:

- number of members
- number of friends you have in the club
- number of uploads made today
- where the club is located (determined in the club creation)
- the privacy setting of the club (determined in the club creation)

NOTE: in the mockup, "200 members" is bold, it should not be.

Notification icons will appear next to the clubs that have new information in them since you last viewed them. It works the same as the notifications everywhere.

NOTE: in the mockup, there should also be a footer with the search bar in in, defaulted to "clubs".

Add the footer at bottom (has the search bar)

### **Email to all members: (stage 1)**

When the manager sends out an urgent notice and checks the "send the word out!" box and hits done, an email will be sent to all email addresses on the email list, including the manager's. It should follow the following format (for stage 1):

TO: (it should have all of the members' email addresses in here)

Subject: "Urgent Notice: (CLUB NAME)"

Body: (THE MESSAGE THAT THE MANAGER TYPED IN)

(there should be a few line breaks here)

Footer: (the link to our website, it doesn't have to be the link to the club, just the overall website)