GUILDS PHASE II BUSINESS AND FEATURE REQUIREMENTS

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INTRODUCTION

Guilds Phase II adds functionality to the existing Guilds application:

- Invites, with which a guild leader, officer or member can contact someone and invite them to join the guild.
- Allies and Adversaries (A&A), which allow a guild leader or officer to specify three guilds they would like to be on the same shard with at launch.

Invites are a recruitment tool expected to be able to continue through launch.

A&A is only for assisting in evenly distributing guilds onto shards and has no impact after launch.

REQUIREMENTS

A&A

- Allow each guild to specify up to three one-way relationships with other guilds
  - This is a permission which the guild leader can set to either leader-only or leader-and-officers
  - A log of relationships made, changed, removed and by whom should be available to those with permission to make changes
  - A guild relationship with a guild that is subsequently disbanded should result in a notification to those with permission to make changes and the removal of that now-invalid relationship
  - Relationship and guild data should be available to the Platform and game teams working on server selection heuristics
- Allow each guild to be assigned to a server
  - This assignment is not guild-editable, and is not guild-viewable until Phase III
- Allow the relationship selection process to be locked beginning with the Freeze Event

INVITES

- Allow a guild member to invite someone into the guild via email
- ~~Allow a guild member to invite someone into the guild via Facebook~~
  - This isn't possible with our current model as you cannot privately contact a specific Facebook user as of 6/9/2011
- Allow a guild member to invite someone into the guild via private message

- For all invitation methods:
  - Invites are a permission which the guild leader can set to either leader-only, leader-and-officers, or all-members
  - Invitees can accept with any SWTOR.COM account (not necessarily the one they were invited through)
  - Invitees who are already a member of a guild will be removed from their current guild if they accept
  - Invitees who are leaders of a guild will need to abdicate leadership before they can accept
  - Invitees who do not have a SWTOR.COM account must be allowed to create one with an arbitrary email address (not necessarily the one they were invited with) and automatically join the guild upon email validation
  - Invitations should expire after a given time