

# Staging -- What's Being Tested

---

**Built:** April 10, 2026 **Commits:** 82 since last build (66f407eb..f45149fd) **Branch:** idea/broadcast-email (merged to staging)

---

## Campaign Forms Overhaul

---

- **Per-Form Scheduling:** Each form in a campaign can now have its own start date, deadline, and notification settings -- no more one-size-fits-all campaign deadlines.
  - **Campaign Wizard Redesign:** Step 5 of the campaign wizard was rebuilt to configure schedules and notifications per form rather than per campaign.
  - **Form Delivery Timing:** Forms now respect their individual deadlines and start dates for delivery to users.
  - **Department-Routed Notifications:** When a form submission comes in, the notification goes directly to the relevant department.
  - **Reminder Emails:** The reminder cron job was rewritten to send reminders based on each form's individual schedule.
- 

## Point of Sale (POS) Kiosk

---

- **POS Kiosk:** Brand new kiosk interface for on-site ticket sales with a 4-step wizard: search for the person, pick their tickets, process payment via Stripe, and assign tickets.
  - **ATM Kiosk Upgrades:** The ATM kiosk now has a staff password lock, on-site signup for new attendees, and a unified account search across all users.
  - **Security Fixes:** Two rounds of security audits addressed critical issues including rate limiting, authentication loops, search edge cases, and assignment count validation.
- 

## Vendor & Merchant System

---

- **Vendor/Merchant Portal:** New system for event vendors with a coordinator dashboard to manage vendor applications, a public vendor directory for attendees, and individual merchant dashboards for each vendor to manage their profile and offerings.
  - **Merchant Dashboard Polish:** Image uploads, improved coordinator tools, and a polished public-facing vendor page.
- 

## Kid Mode Kiosk

---

- **Kid Mode Shell:** A themed kiosk interface for younger attendees with content filtering to show only age-appropriate activities.
- **Per-Child Tracking:** Individual achievement and quest progress tracking for each child, separate from their parent's account.

- **Child Account Selector:** Parents can switch between their children's profiles from a single kiosk session.
  - **Bank Restrictions:** Kid mode enforces spending limits and restricted bank features appropriate for minors.
- 

## Chat & Social

---

- **Emoji Reactions:** Staff chat messages and community wall comments now support emoji reactions -- click to react, click again to remove.
- 

## Department System Modernization

---

- **Department ID Migration:** All 14 API routes that previously used department display names as identifiers now use proper database IDs. This fixes issues where departments with special characters or renamed departments would break.
  - **Dynamic Department Names:** Four areas of the site that had hardcoded department name lists now pull names dynamically from the database.
  - **Staff Menu Cleanup:** The staff menu and user navigation no longer rely on hardcoded role lists.
  - **Ticket Forwarding Fix:** Fixed a bug where forwarding a ticket to another department would fail because the UI was sending the display name instead of the department ID.
- 

## Broadcast Email System

---

- **Broadcast Emails:** Staff can now send targeted emails to specific audiences -- all users, ticket holders, specific departments, role groups, or individual users.
  - **Audience Resolver:** A unified system for resolving who should receive a broadcast, with real-time recipient counts before sending.
  - **Business Hours Gate:** Broadcast emails are restricted to 8 AM - 8 PM Pacific to avoid sending messages at inappropriate times.
  - **Active Jobs Panel:** Track in-progress email sends with the ability to cancel individual jobs.
  - **User Search:** Search for specific users when building a broadcast recipient list.
- 

## Faction & Titles System

---

- **Faction Tiers:** Factions now have a full tier system with configurable requirements for advancement. Members can progress through tiers by completing quests, earning endorsements, and accumulating reputation.
- **Title Endorsements:** A new endorsement system where faction leaders and designated endorsers can vouch for members seeking tier advancement.
- **Tier Status Panel:** When reviewing submissions, reviewers can see the submitter's current faction tier, progress, and advancement eligibility.
- **Auto-Advancement:** Members who meet all tier requirements are automatically advanced

with daily and per-event limits to prevent gaming.

- **Bribe System:** A playful mechanic where members can spend in-game currency to influence their tier advancement, with availability badges and visual indicators.
  - **Faction Maintenance:** Seasonal dues system where faction members receive invoices, make payments through the bank, and face revocation if payments are missed. Overpayments are automatically returned.
  - **Maintenance Pay Dialog:** Faction members can pay their maintenance dues directly from the faction page, with pending actions visible in the bank summary.
  - **Rich Faction Cards:** Faction listings now show key metrics, tier breakdowns, and member highlights at a glance.
  - **Public Factions:** Factions are now visible on the public-facing parts of the site with proper display names and descriptions.
  - **Mobile Layout Fixes:** The faction pages, edit screens, and navigation were overhauled for mobile -- smaller tabs, underline-style navigation, better color picker layout, and cleaner tier name display.
- 

## UI & Visual Improvements

---

- **Legacy Bank Logo:** The bank dashboard now displays the Legacy Bank logo in the header.
  - **Factions Nav:** The Factions navigation item was initially greyed out while the system was being built, now fully enabled.
  - **Community Polls Overhaul:** The polls UI on the community dashboard was completely redesigned with a cleaner card layout and improved voting experience.
  - **Poll Voting Fix:** Fixed a 500 error that occurred when voting on polls and an issue with saving poll edits.
  - **Forms Dashboard Components:** The forms dashboard, campaign wizard, and campaign detail pages were broken into smaller, more maintainable components.
- 

## Security & Stability

---

- **NPM Vulnerability Fixes:** Resolved 9 npm audit vulnerabilities, bringing the total from 11 down to 2 remaining (both low-severity with no available patches).
  - **Lodash Security Patches:** Patched two CVEs in lodash and lodash-es via pnpm overrides.
  - **Captain Search Fix:** Fixed search result handling and dropdown positioning in the ship details page.
- 

*This changelog is auto-generated for the staging site. For production changelogs, see the versioned CHANGELOG-v.md files.\**