

Structure - Simple AssetStore for Human Traversal

Title (Goal)	Structure - Simple AssetStore for Human Traversal
Primary Actor	System Administrator
Scope	
Level	
Story (A paragraph or two describing what happens)	<p>An Administrator wishes to be able to have the means to locate a specific file stored in a DSpace assetstore. Currently, the assetstore is difficult to traverse or locate files within as files are all stored as randomly-generated 38-digit numbers (see Storage Layer#BitstreamStore)</p> <p>Rather than having to always query the database to locate specific files, the Administrator would like to configure their DSpace to utilize a straightforward (but unique) naming convention for the storage of all content files. Some examples may be storing files by date of deposit or even under a naming convention which mimics the unique identifiers of the Item objects.</p>