1. Structure

* Project
* Tasks (Source of demand like Work Order/Sales Order)
* Activity (Operation of a work order)
* Resource
* Material

1. Transaction

* Material
* Resource

1. Billing
2. Costing
3. Agreement
4. Activities

* Create
* Approve
* Close
* Template

**Close**

1. **Valuation must be zero**
2. **No stock reserved for the project/task**

**Special Stocks**

1. **Customer (At customer location Cost and Quantity Tracked)**
2. **Supplier (At your location but belongs to suppler Quantity Tracked and Non-Costed)**
3. **Project (Issued to a project – both cost and quantity tracked )**

**Onhand**

The onhand table contains the below columns to specify exceptional stocks

1. Project Id
2. Task Id
3. Supplier Site Id
4. Customer Site Id

**Project Transaction**

1. **Project Issue – OH Impact Type - BOTH**

Issue from stock to project. Moves from one balance sheet account to another balance sheet account. i.e., RAW to PIP or PWIP

The stock is not available for any other transaction. In the OnHand screen, you can view the inventory against the project.

However, the stock is still part of the inventory

The system adds project\_id/task\_id to the stock

1. **Project Return – OH Impact Type - BOTH**

Move from project stock to average stock

The reverse of step 1.

The system removes project\_id / task\_id from the stock.

1. **Project Shipment – OH Impact Type - NEGATIVE**

Ship from project stock to customer

Moves amount from PIP/PWIP to COGS

1. **Project Shipment Return – OH Impact Type - POSITIVE**

Return from customer to project stock

**Resource Transaction**

1. They Are used for reporting purposes. Resources used in a project. Data available from the resource transaction table
2. Use for cost calculation – Total PWIP of the project
3. Used to create financial journal entries

**Stock Transfer Constraints**

**stock\_constraint\_type**

**restricted\_stock\_type**

ENUM('customer','supplier', 'project' , 'reservation', 'internal', 'others', '')

**restriction\_movement\_type**

into: Move stock from unrestricted to restricted stock (the from sub inventory does not contain the restriction, but the to contains restriction)

Moving material from unrestricted to restricted stock

out\_of: Reverse of into Move stock from restricted stock to unrestricted

Into + both = project move to restriction (accounted)

out\_of + both = project move out of restriction (accounted)

**Stock**

**Stock = Onhand**

1. **Organization unrestricted stock (Onhand / Stock)**
2. **Project Stock**
3. **Customer Stock**
4. **Suppler Stock**

All stock belongs to a sub-inventory, and that decides if the store is nettable or not.

# Project Budget

The budget header is used for revenue recognization

You can add a budget line with the details of the expected expense. Lines are used only for reporting purposes

Version 0 (called the primary version) is used by the system for all calculations. However, you can create multiple versions of the budget.

# Project Cost Management

Cost can be recorded in 3 different ways

1. Material issued to the project using project issue

(Project issue – Project return)

1. Resource usage using resource transaction
2. Other misc. cost through project expenditure
3. Create project expenditure
4. Confirm project expenditure
5. Create Accounted

Once create account process is completed. You cant update the expenditure

“Create account” process is done through Js Function

Document Type: FA\_EXPENDITURE

Journal type is used from Document Type

Account profile is used from Expenditure Header/Business Org

Project expenditures are mapped to prj\_expenditure gl document type

gl\_document\_type (Ex: prj\_expenditure) -> Journal Profiles -> Accounts to be debited and accounts to be created

The accounts can be specified for each transaction else system picks from below hierarchy

1. Expenditure Document
2. Expenditure Type
3. Business Org

Else system will pick it using the hierarchy

## Project Cost

Total Project Cost = Total Material Transaction Cost

+ Total Resource Transaction Cost

+ Total Misc. Expenditures

SELECT prj\_project\_header\_id, last\_refresh\_date, sum(ifnull(material\_cost, 0)) material\_cost,

sum(ifnull(resource\_cost, 0)) resource\_cost ,sum(ifnull(misc\_expenditure, 0)) misc\_expenditure

from prj\_project\_task\_cost

GROUP BY prj\_project\_header\_id, last\_refresh\_date;

Refresh Function update the prj\_project\_task\_cost from various options

Material Cost

Resource Cost

# Project Billing

1. Create a draft invoice
2. Release it to AR

Unbilled Receivable @ Invoice Amount 100

Unearned Revenue @ Invoice Amount 100

ar\_ub\_receivable

ar\_ue\_revenue

ar\_ revenue

prj\_ revenue

prj\_pwip

prj\_cogs

## Transfer To AR

Source Type of the project invoice PROJECT

Only accounted BILLING documents can be transferred to AR transaction

# Project Revenue Recognization

Unearned Revenue Dr @as per calculation

Revenue Cr @as per calculation

COGS Dr @actual cost (used in revenue calculation)

PWIP/PIP Cr @actual cost

# AR Accounting

Receivable Dr

Unbilled Receivable Cr

**Steps**

1. Create a Revenue document header
2. Run generate revenue
3. System generates revenue lines
4. Review and release the revenue

**Options**

1. Percentage-of-completion

Using this method, we calculate revenue recognition by multiplying the progress of the project during set periods by the total revenue budget. Complete 10% of the project and you can recognize 10% of the revenue. Periods are typically monthly, quarterly or by trimester.

Revenue = (Actual Cost/Total Budget Cost)\*Revenue Budget

1. Milestone (Amounts as per milestone – Make tasks as milestones and change status to complete). Sum of all WIP of milestone tasks is converted to COGS. System adds each milestone task as a separate line
2. completed\_contract – If project status is completed then all PWIP is moved to COGS. System adds one line per project
3. manual – system adds 1 line with zero value

# Configuration

1. Project Expenditure Type