# Planned Events Toolkit Design Document

1. Module Group Name & Description

* - Planned Events Toolkit: A suite of standalone modules, activated only for planned incidents (e.g., festivals, parades, marathons). Provides event-specific planning, public safety, and streamlined tasking—independent of core ICS features.

2. Activation Condition

* - Loads dynamically when incident.type === "planned".
* - Unloads automatically upon planned-event demobilization.

3. Toolkit Modules & Micro-Modules

* 3.1 Event Promotion & Communication
* - Purpose: Engage attendees and stakeholders with timely, targeted messaging.
* - Key Features:
* • Multi‑channel campaign builder (email, SMS, push, social).
* • Scheduled & trigger‑based sends (e.g., event countdown, weather alerts).
* • Geo‑fenced notifications for location‑specific updates.
* • Subscriber management: opt‑in/out, segmentation by role or interest.
* • Analytics: delivery rates, open/click metrics.
* - UI Components:
* • Campaign Dashboard (list, status, next send time, basic stats).
* • Message Composer (WYSIWYG with template gallery).
* • Geo‑Map Selector (draw and save zones for targeting).
* • Subscriber List (filter by tags, engagement).
* 3.2 Vendor & Permitting Coordination
* - Purpose: Onboard vendors and manage permit compliance efficiently.
* - Key Features:
* • Vendor Registry: profiles, document uploads (insurance, licenses).
* • Status workflow: Pending → Approved → Active → Suspended → Revoked.
* • Map‑based booth assignment.
* • Permit issuance via customizable templates.
* • Bulk import/export and compliance reporting.
* - UI Components:
* • Vendor Table (searchable, sortable, status badges).
* • Profile Detail Form (Contact / Documents / Location / History tabs).
* • Permit Dashboard (tiles for Active, Expiring Soon, Expired).
* • Bulk Import Wizard (CSV upload, validation, field mapping).
* 3.3 Public Safety & Incident Management
* - Purpose: Enable on‑site teams to monitor safety, report incidents, and dispatch responders.
* - Key Features:
* • Security Patrol Manager: zone definitions, real‑time coverage map.
* • Mobile Incident Logger: report events with photos/videos.
* • Automated Dispatch: route reports, track acknowledgments.
* • Incident categorization (medical, security, lost child, etc.).
* • Escalation and on‑call rotation rules.
* - UI Components:
* • Patrol Map (live locations, zone overlays).
* • Incident Feed (filter by type, status).
* • Dispatch Board (Unassigned / En Route / Resolved).
* • Report Form (quick entry, media attach).
* 3.4 Mini Tasking Module
* - Purpose: Provide a lightweight tasking interface for minor event duties.
* - Key Features:
* • Quick Task Creator: title, assignee, due time, status.
* • Nested checklists for multi‑step tasks.
* • Recurring templates (e.g., hourly safety checks).
* • Reminders & notifications for due/overdue tasks.
* • Filtering by assignee, status, priority.
* - UI Components:
* • Quick Task Sidebar (create/view tasks, progress bars).
* • Checklist Popup (view/edit sub‑items).
* • Task Calendar (due dates, recurring schedules).
* • Notification Center (task alerts).
* 3.5 Public Health & Sanitation Oversight
* - Purpose: Maintain hygiene and health standards throughout the event.
* - Key Features:
* • Health Inspection Forms: vendor booths, facilities.
* • Sanitation Issue Tracker (waste overflow, supply shortages).
* • Crew Assignment & follow‑up verification.
* • Instant alerts for critical violations.
* - UI Components:
* • Inspection Form (customizable checklist, photo capture).
* • Issue Dashboard (map + table of sanitation reports).
* • Crew Scheduler (drag‑and‑drop assignments).
* • Follow‑Up Tracker (resolution status, timestamps).

4. Key Data Models

* - PromotionCampaign: id, name, channels[], schedule, content
* - Vendor: id, name, type, contactInfo, status, permitIds[]
* - Permit: id, vendorId, type, issueDate, expiryDate
* - SecurityPatrol: id, zoneId, personnelIds[], startTime, endTime
* - IncidentReport: id, type, description, location, timestamp, reporterId
* - DispatchRequest: id, incidentReportId, responderIds[], status
* - QuickTask: id, title, assignedTo, dueTime, status
* - TaskChecklistItem: id, taskId, description, completed
* - Reminder: id, taskId, remindAt, sent
* - InspectionRecord: id, inspectionType, targetId, findings, date

5. Shared UI Components

* - Toolkit Launcher (side‑panel menu for all planned modules)
* - Dashboard Widgets (campaign summary, vendor status, task overview, incident feed)
* - Notification Center (alerts across modules)

6. API Endpoints

* - Promotions: GET /planned/promotions/campaigns, POST /planned/promotions/campaigns, POST /planned/promotions/campaigns/:id/send, GET /planned/promotions/metrics/:id
* - Vendors & Permits: GET /planned/vendors, POST /planned/vendors, PUT /planned/vendors/:id, DELETE /planned/vendors/:id, GET /planned/permits, POST /planned/permits
* - Public Safety: GET /planned/security/patrols, POST /planned/security/patrols, GET /planned/incidents, POST /planned/incidents, POST /planned/dispatches, PUT /planned/dispatches/:id
* - Tasks: GET /planned/tasks, POST /planned/tasks, GET /planned/tasks/:id/checklist, POST /planned/tasks/:id/checklist, POST /planned/tasks/:id/reminders
* - Health & Sanitation: POST /planned/inspections/health, GET /planned/sanitation/issues, POST /planned/sanitation/issues

7. Database Tables (New)

* - planned\_promotions
* - planned\_vendors
* - planned\_permits
* - planned\_security\_patrols
* - planned\_incident\_reports
* - planned\_dispatch\_requests
* - planned\_tasks
* - planned\_task\_checklist\_items
* - planned\_task\_reminders
* - planned\_inspection\_records

8. Inter‑Module Integration

* - Public alerts fed to Communications module
* - Vendor/permit statuses shared with Logistics & Personnel
* - Task assignments synced with Personnel & Role Management
* - Inspection data exported via Forms & Documentation (ICS 219)

9. Special Notes

* - Fully independent: no overlap with core ICS modules
* - Real‑time updates via WebSocket for critical data
* - Role‑based permissions via planned\_event\_roles
* - Offline support with automatic sync on reconnect