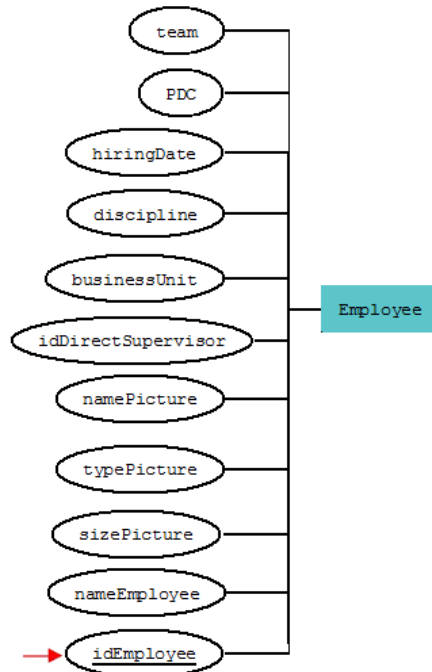


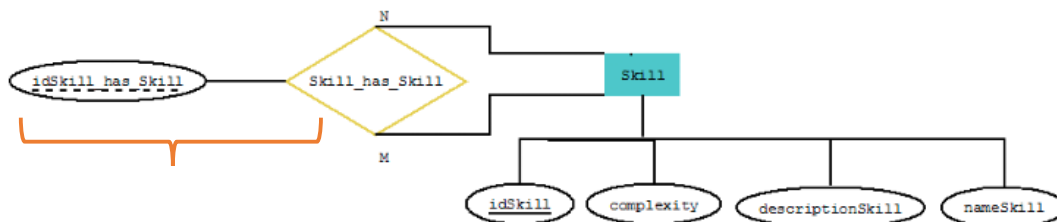
### 1. New Employee in the system

To create a new user in the system, should be filled up all the attributes and upload his/her picture (or they are going to be taken from Continental data base). The unique ID is equal to the one in Windows.



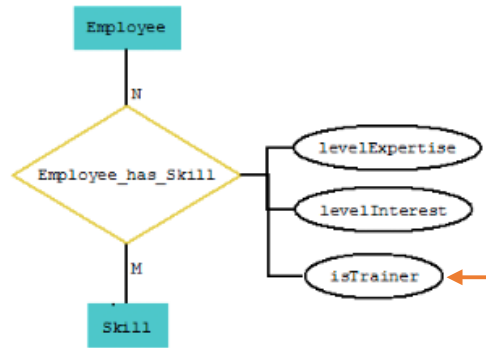
### 2. Skills

Add skill A and skill B as parents of skill C. (Only applicable if there are more than 3 skills registered)



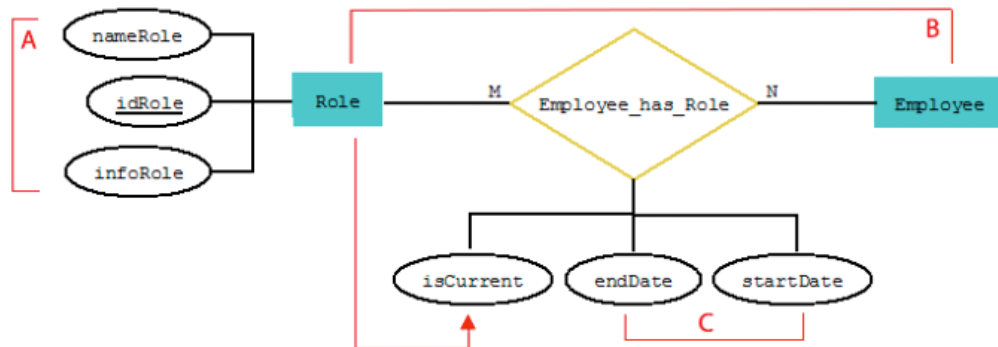
### 3. Employee, trainer of a skill

An employee register a skill as theirs. She / he fills their level of expertise and level of interest, also, want to be a trainer, they check the box.



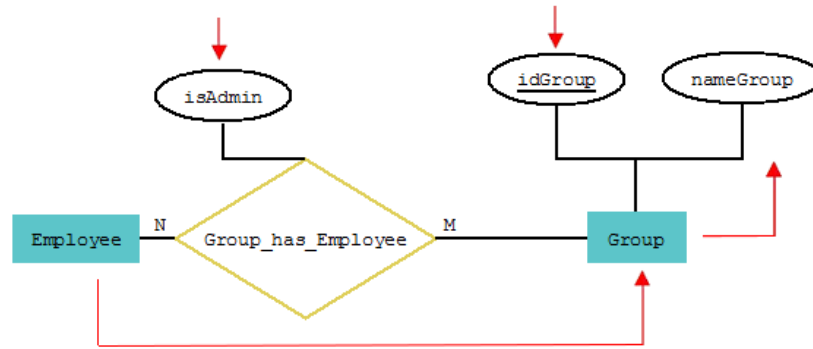
#### 4. Roles

- A. To create a role, specify the name and the information about it.
- B. When an Employee is involved in a role at the moment, the attribute *isCurrent* needs to be checked.
- C. When an Employee has an old role, this should contain the info of the end date. The current one should be blank.



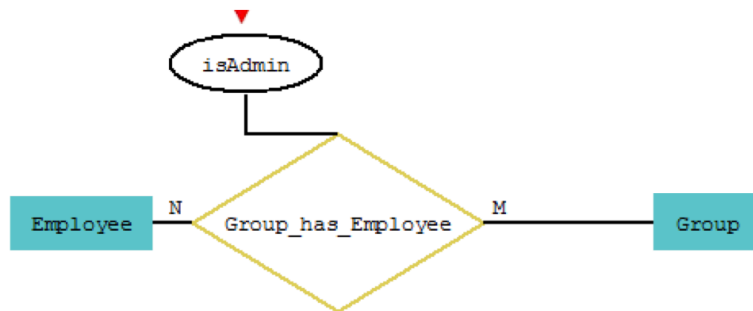
#### 5. Create a group

Employee creates a new group specifying a name. She/he is the admin of the group by default. Each group has a unique ID.



## 6. Adding Employees to a group

When adding Employee to a group, and want them to be just a viewer, *isAdmin* should not be checked.



**Note:** Can be more than one admin in a group.

## 7. Employees in a group

- A group requires skill A with a certain level of expertise (*levelRequired*). Employee B has that skill with the same or higher level (*levelExpertise*). Then, it matches.
- If *skillEveryone* shows that just 1 person should cover that level, Employee C with a low level of expertise in the skill A can be a part of the team. Can be as a helper to Employee B.
- If *peopleRequired* shows that 2 Employees should have skill A, this parameter is met with Employee B and C.

