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4KPAINT  
Solution Backlog

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# 4KPAINT Solution Improvement Backlog

A structured backlog of improvements to make the solution more complete, faster to use, and more valuable for the client.

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# 4KPAINT Solution Improvement Backlog

A full list of additions and improvements to make the solution more complete, faster to use, and more valuable for the current client.

This list is based on: - The structure we documented from the DDR XML - The screens you shared (Dashboard, Ledger, Daily Logs, Time Cards, Pay Rates, Setups, iOS) - The workflow decisions we discussed (ledger views, approvals, exports, mobile usage) - Common real-world needs for contractor operations (job costing, payroll controls, auditability, reporting)

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# 1. Must-have improvements

These are the items that make the solution feel finished and “production-ready” for the client.

## 1.1 Consistent desktop UI and navigation

- **Uniform window size and position**
  - Enforce one standard window size for desktop layouts
  - Enforce consistent object spacing so screens do not feel like different apps
- **Standard toolbar layout**
  - Keep tools in the same position across all report layouts (Filter, Export, Print, Email)
  - Keep the same icon meaning everywhere (no icon reuse with different behavior)
- **Global navigation rules**
  - Side menu should be available from every major layout
  - Always show where the user is (module name and layout title in header)
- **Consistent list-detail behavior**
  - Same left list width across Clients, Jobs, Employees, Contractors, Suppliers
  - Same tab style across all detail screens
  - Same “Add, Delete, Search, Filter” placement in all setup modules

## 1.2 Ledger module improvements

- **Put Master Ledger and Cost Reports on one screen**
  - Use tabs or a toggle at the top
  - Keep filter state shared when switching between the two views
- **Print and export should always include filter context**
  - Printed PDF should show: date range, job, client, supervisor, work area filters used
- **Saved report presets**
  - Allow office users to save filter presets like:
    - “This Month All Jobs”
    - “Job 1023 Only”
    - “Supervisor A Weekly”
- **Export quality upgrade**
  - Excel export should be true tabular output with clean headings and totals
  - PDF export should match a consistent report template

## 1.3 Daily Logs improvements

- **Clear daily workflow states**
  - Draft → Submitted → Approved → Locked

- Show state clearly on Daily Log Details and on the list screen
- **Stronger lock behavior**
  - Once locked, block edits except for admin roles
  - If unlocked, require a reason and log it
- **Better materials capture**
  - Add structured materials entry with quantities and unit cost (optional per client)
  - Support quick add from a materials list
- **Notes section upgrades**
  - Add note categories (Safety, Issues, Progress, Delays, Client Requests)
  - Add ability to attach photos to notes (job site reality)

#### 1.4 Time Cards and Pay Rates improvements

- **Make approvals easier and safer**
  - Bulk unapprove should require reason and log it
- **Overtime rule support**
  - Define overtime thresholds in settings (per day or per week)
  - Auto-calculate overtime, still editable by authorized roles
- **Time rounding rules**
  - Add rounding options (nearest 15 minutes, nearest 30 minutes)
  - Store raw time and rounded time separately for audit
- **Pay rate effective dates**
  - Support pay rates that change over time
  - Apply the correct rate based on date of work
- **Audit trail for wage edits**
  - Every rate edit should write a log entry:
    - who changed it, old value, new value, date/time, and reason

#### 1.5 Setup modules improvements (Clients, Jobs, Employees, Contractors, Suppliers)

- **Data completeness enforcement**
  - Require critical fields before record can be used in daily logs:
    - Job must have Client, Supervisor, Active status
    - Employee must be Active and Time Card User allowed
- **Duplicate prevention**
  - Prevent duplicate records by key fields:

- Client name + address (or account code)
- Employee ID
- Supplier name
- **Standard “related items” tabs**
  - Contacts, Documents, Ledger, Activity should be consistent across all parties
- **Job “Cost-to-date” should be first-class**
  - From Jobs, show cost-to-date summary and drilldown to ledger and logs
  - Provide a “Job Health” quick view (hours, cost, logs entered, approvals pending)

## 1.6 Documents improvements

- **Standard document categories and naming**
  - Document types: Contract, PO, Invoice, Photo, Plan, Safety, Change Order
  - Auto naming: JobNumber – DocType – Date – Sequence
- **Fast document capture**
  - On iOS, allow photo capture directly into job log or job documents
- **Document security**
  - Restrict sensitive documents (payroll, contracts) by role

## 1.7 Security and roles

- **Role-based menus**
    - Supervisor sees Daily Log Console, job view, and limited exports
    - Payroll/Admin sees approvals and wage screens
    - Management sees ledger and reporting
  - **Privilege set cleanup**
    - Ensure delete privileges are limited
    - Ensure “Unlock log” and “Unapprove” are restricted
  - **User session clarity**
    - Display logged-in user and role in header
    - Add “switch user” workflow for shared devices
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## 2. Should-have improvements

These improve operational efficiency and reduce errors.

## 2.1 Better search and filtering everywhere

- **Global search**
  - Search by Job Number, Job Name, Client, Employee, Contractor, Supplier
- **Filter panels that feel the same**
  - Same control styles and placement across Ledger, Logs, Time Cards, Pay Rates
- **Quick filters**
  - Today, Yesterday, This Week, This Month
  - Pending Approval only
- **Remember my last filter**
  - Save user's last filter per module

## 2.2 Stronger reporting set

- **Job Summary report**
  - Costs vs hours vs materials vs subcontract, by job and by date range
- **Supervisor productivity report**
  - Logs submitted, approvals pending, hours tracked, jobs active
- **Payroll preparation report**
  - Approved hours, approved rates, totals per employee for week ending
- **Supplier spend report**
  - Total invoices by supplier and by job
- **Contractor spend report**
  - Total contractor hours and cost by contractor and by job

## 2.3 Better error handling and guidance

- **User-friendly validation messages**
  - Clear "what to fix" messages, not generic errors
- **Prevent broken states**
  - Block approving a log that has missing start/end times
  - Block approving pay rates if time card is not approved
- **In-app help**
  - A help icon per screen that explains what the screen is for
  - Short "how to" steps for supervisors and payroll staff

## 2.4 Operational logs and auditability

- **System audit log table**
  - Log key actions:
    - approvals, unapprovals, locks, unlocks, deletions, exports, wage edits
- **Change history per record**
  - On Jobs, Employees, Logs: show last changed by and when

## 2.5 Data model strengthening

- **Referential integrity checks**
    - Scripts to detect orphan records and fix them
  - **Controlled deletions**
    - Replace deletes with “Inactive” or “Marked for deletion” workflows
    - Provide an admin cleanup tool
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# 3. Nice-to-have improvements

These make the solution feel premium and reduce manual work.



### 3.1 Mobile and supervisor experience upgrades (iOS)

- **Offline-friendly entry**
  - Cache “today’s jobs” and allow entry even with poor network
  - Sync when online (if client’s hosting supports it reliably)
- **Photo and signature support**
  - Capture site photos directly on the daily log
  - Optional supervisor signature when approving the day
- **Location and weather capture**
  - Optionally store GPS location and weather notes for the log
- **Favorites**
  - Favorite jobs and work areas for faster entry
- **Voice notes**
  - Quick voice note to text for daily log notes

### 3.2 Notifications and reminders

- **Approval reminders**
  - Notify payroll/admin when there are pending time card approvals
  - Notify supervisors if daily log is not submitted by a cutoff time
- **Daily completeness reminders**
  - “No log entered for active job today” alerts

### 3.3 Automation

- **Scheduled exports**
  - Weekly payroll summary to PDF and email to management
- **Scheduled cleanup - Cold Storage**
  - Archive old logs into summary tables for faster reporting

### 3.4 Integrations

- **Accounting export**
    - Export supplier invoices, contractor totals, payroll totals in a format the client’s accounting system accepts
  - **Email templates**
    - Prebuilt email templates for:
      - sending ledger report
      - sending payroll report
      - sending job cost report
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## 4. Performance and stability upgrades

These are important once the client has real volume.

### 4.1 Reporting performance

- **Summary tables for ledger**
  - Pre-calculate totals (daily, weekly, monthly) to make ledger fast
- **Faster filters**
  - Use indexed keys for filter fields
  - Avoid heavy unstored calcs in report lists

### 4.2 Script reliability

- **Standard error capture**
    - Capture script errors into an ERROR\_LOG table with context:
      - user, layout, script name, error code, timestamp
  - **Transaction-style scripts**
    - When approving or posting data, ensure the script is “all or nothing”
  - **PSOS queue if needed**
    - Use background processing for heavy exports and summaries
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## 5. Feature completeness per module (what to add to make each area feel complete)

### 5.1 Dashboard

Add: - “Pending approvals” counter and quick links - “Logs missing today” counter - “Jobs over budget” indicator (if budget is captured) - Quick actions: - New Daily Log - Approve Time Cards - Approve Pay Rates - Open Master Ledger

### 5.2 Ledger

Add: - Presets - Print/export headers showing filter context - Drill down from totals to supporting logs and time card lines - Option to exclude unapproved data by default, with a toggle to include it

### 5.3 Work Logs

Add: - Draft/Submitted/Approved/Locked states - Required fields checklist before approval - Materials entry

improvements - Photo attachments on logs

## 5.4 Time Cards

Add: - Approval batch review screen - Overtime rules and rounding - Bulk operations with confirmation and logging

## 5.5 Pay Rates

Add: - Effective date support - Wage change audit trail - Bulk approve with preview - Flag unusual rates (rate outside expected range)

## 5.6 Clients, Jobs, Employees, Contractors, Suppliers

Add: - "Activity" tab showing last 30 days actions - Duplicate detection - Mandatory fields for operational use - Better document and contact consistency

## 5.7 Documents

Add: - Categories, naming rules - Quick upload on mobile - Access control for sensitive docs

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# 6. Quality assurance and rollout plan improvements

These help you deliver it cleanly.

- Create a UAT checklist per module:
  - Dashboard
  - Logs
  - Approvals
  - Ledger
  - Setup records
  - iOS workflow
- Create sample test scenarios:
  - A job with employee hours, contractor hours, materials, and invoices
  - A week ending payroll run
  - A month end ledger export
- Add an admin "test data generator" option for internal use
- Create a "go-live switch" checklist:

- privileges verified
  - backup schedule confirmed
  - default settings configured
  - user accounts created
  - training done
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## 7. Deliverable format suggestion

To make this actionable, convert the list into a backlog with statuses:

- **Must-have:** go-live blockers and core workflow polish
- **Should-have:** operational efficiency improvements
- **Nice-to-have:** premium features and integrations

Each item should have: - Owner - Complexity (S, M, L) - Target date - Acceptance criteria (what “done” means)

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## 8. Summary of the biggest wins

If you do only a few things first, do these:

1. Put Master Ledger and Cost Reports on one screen with shared filters
2. Add strict workflow states for Daily Logs and approvals (Draft → Approved → Locked)
3. Add audit logging for approvals, unlocks, and wage edits
4. Improve exports so every PDF and Excel includes filter context
5. Make UI consistent (window sizes, toolbars, list-detail patterns)
6. Strengthen mobile logging with photo capture and faster entry patterns