

# Release 1 Design Document

## Goals

This project will create a basic framework for managing employees. It will provide CRUD operations for maintaining employee information. It will also maintain employee hierarchy, storing an employee's superior and subordinates. Finally, it will store each employee's abilities.

## Functionality

### Logic

#### Employee

- An employee has a name, ID number (set by user), job title, and list of abilities
- An employee has a single employee as a superior, and any number of employees as subordinates
- Name and ID are distinct

#### Ability

- An ability is a set title
- Abilities must be distinct

## Interface

### Main Page

- Displays a list of employees, with id, name, title, and a VIEW, EDIT, and DELETE button.
- At the top of the list, there is a search bar, with a text input, a drop-down menu for which field to search by, and a SEARCH button.
- An ADD button for adding a new employee
- Results will be paginated
- Pressing ADD or EDIT opens the employee modal

### Employee Create/Edit Modal

- Fields for each employee field.

- A multi-select dropdown for skills (and instructions for how to use), and an add button for any additional skills needed
- A dropdown for superior.
- SAVE and CANCEL buttons

## Employee View Model

- Similar structure to employee create/edit modal

## Skill Modal

- A simple text field

## Milestones

1. REST backend
2. Employee homepage/table
3. Employee modals
4. Employee table search bar