YM PROJECT – ARCHITECTURE LAW (MERGED v1.0–v1.3)

SECTION 1 – ACCESS MODEL

- Groups form a hierarchical tree with parent_group_id enforcement.
- Users may belong to multiple groups.
- Yachts belong to exactly one group.
- Visibility is branch-based (ancestor + descendant).
- No lateral or sibling access permitted.
- Root members see entire tree.

SECTION 2 – ROLE MODEL (Global Roles)

- Roles are global per user (user_roles(user_id, role_id)).
- Admin = global authority.
- Manager = global assignment authority.
- Crew = operational completion authority.
- Owner = read-only; cannot complete incidents.

SECTION 3 – BLUEPRINT LAYER (v1.3)

- global_categories = master template hierarchy (no group_id).
- task_templates belong to global_categories.
- Blueprint globally readable; Admin-only writable.

SECTION 4 – OPERATIONAL LAYER

- task_assignments scoped to group OR yacht.
- Downward propagation only.
- Yacht override creates permanent fork.
- Propagation requires confirmation.
- task_incidents generated from assignments.

- Admin/Manager create assignments; Crew completes; Owner restricted.

This merged LAW document supersedes prior versions and defines the authoritative architecture baseline.