Creating/Editing/Deleting Collateral Objects

Business Requirements: *⊘*

- 1. Users need the ability to create, edit or delete a collateral object and link it to other objects in the collateral visualization canvas.
- 2. When a collateral object is created, certain key data points need to be collected and stored in a pop-up screen where users can enter this information.
 - a. The basic overview of this will be covered below, but a special function of capturing this data is covered further here: Data Wizards for data entry Collateral Object

Functional Requirements: ⊘

Must Have's: ⊘

- 1. Create a drag and drop functionality to add new collateral object. The functionality should allow a user to grab a collateral object from the side navigation menu, and drop it onto the applicable object they would like to link it to. The collateral objects that can be created are:
 - a. Real Estate
 - b. Farm Product/Crops
 - c. Inventory/Accts Rec
 - d. Livestock
 - e. Machinery/Equipment
 - f. Motor Vehicles (cars, trucks)
 - g. Stocks/Bonds (Reg. U)
 - h. Stocks/Bonds (not Reg. U)
 - i. Other

NOTE: The above list of collateral objects is a baseline and is subject to change based on the association or outside company using the Collateral App.

- 2. Collateral Objects types are NOT editable by the ACA staff in any way. The standard list of Collateral Objects mentioned above and any of their configurations can only be edited/added/removed by specified Admin users.
- 3. Collateral objects can be linked to the other following objects:
 - a. Loans
 - b. Security Documents
 - c. Collateral Detail (**NOTE:** This link will be created automatically based on underlying data and will not be user created)
 - d. Customers/Owner (**NOTE:** This link will be created automatically based on underlying data and will not be user created)
 - e. Location?
- 4. The following data points need to be collected for each piece of collateral when it is created. This will be done with some sort of "Modal" or pop-up screen for users to enter information in. (NOTE: This is assuming we are only capturing basic information needed to create the collateral. All other collateral detail changes or additions would be done on the actual collateral record in AgWorx, or all in the creation modal/data wizard? This might include Lien Amounts, NRV, Appraisal information, etc.)
 - a. Real Estate:
 - i. Sub-Type = Real Estate
 - ii. Relationship

- iii. Ownership Percentage
- iv. Primary owner checkbox
- v. Collateral Association
 - 1. Owner (Fee)
 - 2. Leasehold Interest
- vi. Value/Amount
- vii. Collateral Amount
- viii. Address
 - 1. Street Address
 - 2. City
 - 3. State
 - 4. Zip Code
- ix. Description
- b. Farm Product/Crops:
 - i. Sub-Type = Farm Products
 - ii. Same as Real Estate
- c. Inventory/Accts Rec:
 - i. Sub-Type = Inventory/Accts Rec
 - ii. Same as Real Estate
- d. Livestock:
 - i. Sub-Type = Livestock
 - ii. Same as Real Estate
- e. Machinery/Equipment:
 - i. Sub-Type = Machinery/Equipment
 - ii. Same as Real Estate
- f. Motor Vehicles (cars, trucks)
 - i. Sub-Type = Motor Vehicles
 - ii. Same as Real Estate
- g. Stocks/Bonds (Reg. U)
 - i. Sub-Type = Stocks/Bonds (Reg. U)
 - ii. Same as Real Estate
- h. Stocks/Bonds (not Reg. U)
 - i. Sub-Type = Stocks/Bonds (Reg. U)
 - ii. Same as Real Estate
- i. Other
 - i. Sub-Type = Other/Miscellaneous **OR** Water Rights
 - ii. Same as Real Estate
- 5. Users need the ability to Edit an existing collateral object.
 - a. They should be able to "Right-click" with their mouse on an existing collateral object and select an "Edit" option.

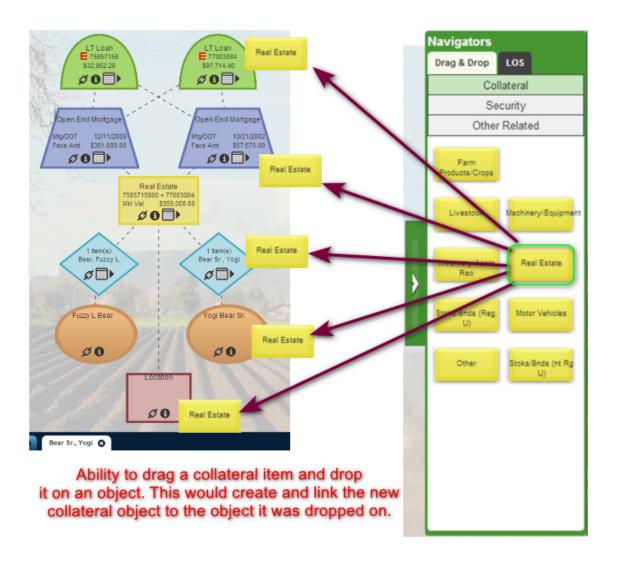
 This would bring the user back into the creation modal when they first created the object and allow them to make changes and then hit a "Save" button.
- 6. Users need to have the ability to delete a collateral item.
 - a. Ability to "Right-click" with their mouse on an existing collateral object and select an "Delete" option.
 - b. If User clicks on "Delete" and pop-up should appear asking user to confirm that they want to delete this item.

 (Would have a "Yes" or "Cancel" (No Thanks?) button options.
 - c. Once user clicks "Yes", the collateral item would be deleted and would no longer appear on the collateral canvas.

i. NOTE: Once a user has clicked "Yes" to delete the collateral item, ALL links tied to that collateral item will also be removed.

Screenshots of old functionality: (NOTE: These screenshots are of the older version. The new functionality may look similar to this, but will not be exact. This is just for example only.) \varnothing

Drag and drop functionality: \mathcal{O}



Screen mock-up of where data entry would be done when creating a new collateral object after dragging it and dropping it on another object on the collateral canvas: \emptyset

