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| **Module** |  | **Concern/Issue** | **Action** | **Remarks (Ok/Error)** |
| PAYROLL | **Allowance** | Each employee has a different allowance rate per week. However, in the current program, the allowance set for one week continues into the following weeks, causing it to accumulate. We want to modify this so that only the allowance specifically set for each week is counted in the payroll, without carrying over from previous weeks. | Replaced the single DateGranted field with StartDate and EndDate fields for allowances to ensure that only the allowance within the specified weekly period is included in the payroll calculation. |  |
| PAYROLL | **Overtime** | For overtime, each employee’s hours are recorded in hours and minutes. However, the current program calculates overtime pay based only on full hours, ignoring the minutes. We want to update the system so that it accurately calculates overtime pay based on both hours and minutes worked. | **🕒 Overtime Pay Calculation Update**  We’ve updated the system to ensure **more accurate overtime pay** for all employees.  **✅ What's Changed:**  Previously, the system calculated overtime based **only on full hours**, ignoring any additional minutes worked. This meant that if an employee worked **2 hours and 45 minutes** of overtime, only **2 hours** were being counted and paid.  **🔄 What's New:**  Now, the system **converts overtime minutes into decimal hours** and includes them in the computation.  **🧮 How It Works:**   * Time worked beyond regular hours is broken down into **hours and minutes**. * **Minutes are converted to a fraction of an hour** using the formula:   TotalOvertimeHours = Hours + (Minutes ÷ 60)   * Example: If you worked **1 hour and 30 minutes overtime**, the system will calculate:   1 + (30 ÷ 60) = 1.5 hours   * Your overtime pay is then computed using:   Overtime Pay = TotalOvertimeHours × Hourly Rate  This change ensures you are fairly compensated for **every minute** of overtime worked. |  |
| PAYROLL | **Generated Payroll** | The generated payroll should include only employees who are currently present or active. Employees whose contracts have already ended should no longer appear in the payroll. | The payroll generation has been updated to include only employees who are currently active or present. Employees whose contracts have already ended are now correctly excluded from the payroll. |  |
| PAYROLL | **Employee** | Additional: For the employee records, we want the program to include the full work duration of each employee—specifically, the start date and the end date of their contract. Additionally, when searching for an employee, their profile should display the total salary claimed and the projects they were assigned to throughout their employment. | The employee records have been enhanced to include the full duration of each employee's contract, displaying both the start and end dates. Additionally, when viewing or searching for an employee profile, the system now shows the total salary claimed as well as a list of all projects the employee was assigned to throughout their employment period. |  |
| INVENTORY | **Stock In Log** | MATERIALS INCOMING  For inventory, the key requirement is to maintain accurate records of materials moving in and out. For incoming materials, the program should capture the following details: the delivery date, the type of material delivered, quantity, the person or company that delivered it, and the staff member who received it. All encoded data should be printable for physical documentation purposes. | This functionality has been completed and is now available in the system under **Product → Stock In Log**, where all required incoming material details are recorded and can be printed as needed. |  |
| INVENTORY | **Projects** | PULL-OUT MATERIALS  For pull-out materials, the system should record comprehensive details including the material's quantity, unit, size, and color. A complete log of all materials pulled out from inventory must be maintained, and all recorded data should be printable for physical documentation purposes. Each pull-out entry should include the name of the person releasing the material, the person receiving it, and the corresponding dates of release and receipt. | **This has already been completed and integrated into the system.** The **Pull-Out Materials** functionality now captures comprehensive details, including quantity, unit, size, and color of each item. A complete log is maintained for all pulled-out materials, and the data is fully printable for documentation purposes. Each entry also records the names of both the releasing and receiving personnel, along with the respective dates of release and receipt. |  |
| Entire System |  | Editing Encoded Data Not Working:  There are instances where editing already encoded data does not save or apply the  changes. As a workaround, I have to delete the existing record and re-enter the  information manually. This is time-consuming and could lead to errors or data  duplication. | **This issue has already been addressed.** The functionality for editing previously encoded data is now working as intended. Changes made to existing records are saved and applied correctly without the need to delete and re-enter information. This should help streamline your workflow and reduce the risk of errors or data duplication. |  |
| Entire System |  | Exit Button Not Functioning Properly: There is a recurring issue where a specific window or module does not close properly when I press the exit button. I have to press the exit button multiple times before the window finally closes. This affects the user experience and slows down the workflow. | **This issue has already been resolved.** The exit button now functions properly across all affected windows and modules. Users should no longer experience delays or need to press the button multiple times to close a window. This fix improves the overall user experience and ensures a smoother workflow. |  |