We can add:

* The clock on admin and employee screen
  + Is really needed inside the app? The employees and admins can see the time in their devices. The time control and time laps are going to be developed, but a clock showing actual time we think is not necessary because today devices include this feature.
* The time limit to start working is going to be implemented and will be 100% working at the end of this beta version development (13 november)
* Analysis (not implementation) of the points and levels system to trigger penaltys or points adding
  + Completed Orders  rename into LEVEL and a list of what the employee has produced so far: They start at Level 0 and it goes up with more packages produced.

Level: 3 (0-100) Level=capacity (0-100) x accuracy (0-100) =( 0-10`000)/100

Workdays: 35

Trays; 324

Packages: 12560

Penalties: 3 (being too late)

* + We need to arrange a meeting to discuss this.
* How can harvesting and packing can be done simultaneously?
  + Based on the logic we have been working you need to harvest first, and then you can pack
* Visual feedback of tasks lists when done showing the real time taken. This would be implemented before the finish of this beta version (13 november) **at the end of September you will see this feature.**
* Employee must be able of go back in a task and restart the process. This feature is very important, so we are already working on it, but first, the clock laps must be implemented. **At the end of this month, this feature will be implemented. This could be bypassed by an employee if he doesn’t want to notify the task correction.**
* Breaks system. Employees need to rest, but this feature is an extra based on the project contract, no worries, we will add this feature at the end of the beta version with no extra cost.
* Work shifts and coming plan feature analysis (not implementation). This feature needs to be analyzed before implementation, but this is not suitable for the beta version, we need to end this version, and for the next stage of the project, add this.
  + Arrange a meeting to discuss this.
* Container capacity data in dashboard. This will be showed at the end of the beta version development.
* Container manager tasks
  + Sales
  + Cockpit, which tasks are needed here?
  + Which are the supply chain management tasks?
  + Employee and salarys tasks?
  + We need to discuss all this tasks. Please we need to arrange a meeting to discuss this.

We cannot add on this version:

* Notify employee when the time is about to end while you haven’t start your work in email. This is not a complex feature, but it is time consuming, and we need to prioritize core functionality, and it is not considered in the contract. The analysis and discuss and documens of this feature can be done without problems at no cost, but not implementation
* Points and level system. The time and complexity of this embedded system will take more time, so please let’s work on this feature for the next version. The analysis and discuss and documens of this feature can be done without problems at no cost, but not implementation.
* Please explain this further:
  + Lunchbreak possible from after delivery to the last task. In case of small capacity and little time needed for work the lunchbreak is activated from Delivery till the last task as an option. 1hr lunchbreak or less.
* Work shifts and coming plan feature cannot be implemented at this version because of time and implementation complexity, but it can be discussed and predefined for the next version.
* “Growing”: Growing is what the plant does without the humans. We only SEED, put to the light and HARVEST. Please rename it to SEEDING. **Answer: The name is because the employee cannot do anything while a plant is growing, so the order shows that you must wait until the process of growing is ended. In the backend the time is passing and when it’s completed the backend will trigger a notification so that a new task can be done in that order, because is ready and harvesting must be executed.**