Software Requirements Specification (SRS)

Document Details	
Document Type	Software Requirements Specification (SRS)
Project Name	Ordnance Inventory & Support System (ORDISS)
Client	Bangladesh Army - Ordnance Directorate
Prepared By	ORDISS Dev Team
Document Version	0.0.10
Submission Date	
Revision No./ Date/ Revised By	

Table of Contents

1. Introduction---------- 7
1.1 Vision----------7
1.2 Scope---------- 7
1.3 Stackholders---------- 8
1.3.1 Technical Project Director---------- 8
1.3.2 ORDISS Development Team---------- 8
1.3.3 IT Directorate---------- 8
1.4 Definitions, Acronyms, and Abbreviations---------- 9
1.5 Product Scope---------- 9
1.5.1 Key Functional Areas:---------- 9
1.5.2 System Capabilities:----------10
2. ORDISS Description---------- 10
2.1 Product Perspective---------- 10
2.2 Product Functions (Core Modules)----------11
2.3 Involved Units---------- 14
2.3.1 Unit-wise Purpose---------- 15
3. Functional Modules of ORDISS----------20
3.1 Administration Module:----------20
3.2: Use case diagram of 'Unit Types' module----------21
3.2.1: Unit Type Landing Page----------21
3.2.1.1: UI---------- 22
3.2.2: Create Unit Types----------22
3.2.2.1: Use case diagram---------- 23
3.2.2.2: UI---------- 24
3.2.3: View Unit Types---------- 24
3.2.3.1: Use case diagram of 'View unit types'----------26
3.2.3.2: UI---------- 27
3.2.4: Edit Unit Types----------27
3.2.4.1: UI---------- 28
3.2.5: Delete Unit Types---------- 28
3.2.5.1: UI---------- 28
3.3: Use case diagram of 'Organogram' module----------29
3.3.1: Organogram Landing page---------- 29
3.3.1.1: UI---------- 29
3.3.2: Create Organogram---------- 30
3.3.2.1: Use case diagram of 'Create Organogram'---------- 31
3.3.2.2: Create Child (Sub-Unit): As Modal---------- 31
3.3.2.2.1 Use case diagram of Create (Sub-unit)---------- 33

3.3.2.2.1 Edit Child (Sub-Unit)---------- 33
3.3.2.2.1.1: UI---------- 34
3.3.2.3: Create 'Configure TO&E (Manpower)' for 'Unit Type'---------- 34
3.3.2.3.1: Use case diagram of Create Manpower----------36
3.3.2.3.2: UI----------36
3.3.2.4: View TO&E (Manpower) for 'Unit Type'----------37
3.3.2.4.1: UI----------37
3.3.2.4.1: Edit TO&E (Manpower) for 'Unit Type'----------38
3.3.2.4.1.1: UI---------- 38
3.3.2.4.2: Delete TO&E (Manpower) for 'Unit Type'---------- 39
3.3.2.4.2.1: UI---------- 39
3.3.2.5: Configure Permissions---------- 39
3.3.2.4.1: Use case diagram of Configure Permissions---------- 41
3.3.2.5: Configure Store Items---------- 41
3.3.2.5.1: Configure Store Items Diagram----------42
3.3.2.5.2: Use case diagram of Configure Store Items---------- 44
3.3.2.6: Configure Receive Store Items----------44
3.3.2.6.1: Configure Receive Items Diagram----------45
3.3.2.6.2: Use case diagram of Configure Receive Items----------47
3.3.3 Organogram----------47
3.3.3.1 Use case diagram of Organogram List----------48
3.3.3.2 UI---------- 48
3.3.4 Add Head Quarter---------- 48
3.3.4.1: Use case diagram---------- 50
3.3.4.2: UI---------- 50
3.3.5 Create Node (Sub-Unit)---------- 51
3.3.5.1: Use case diagram of Create Node---------- 52
3.3.5.2: UI----------52
3.3.6 Create Child of Sub-Unit---------- 54
3.3.6.1: UI----------54
3.4: Use case diagram of 'Units' module---------- 55
3.4.1: 'Units' Landing Page---------- 55
3.4.1.1: UI---------- 56
3.4.2 Create 'Units'----------56
3.4.2.1: Use case diagram create Unit----------58
3.4.2.2: UI---------- 59
3.4.3: View Units----------59
3.4.3.1: Use case diagram of 'View & filter units'----------60
3.4.3.2: UI---------- 60
3.4.4: Edit 'Unit'---------- 61
3.4.4.1: Use case diagram of 'Create Cantonment'----------63

3.4.4.2: UI---------- 63
3.4.5: Create TO&E (Manpower) for 'Unit'---------- 64
3.4.5.1: Use case diagram of Create TO&E(Manpower)---------- 65
3.4.5.2: UI----------65
3.3.5.1: Edit TO&E (Manpower) for 'Unit'----------66
3.3.5.1.1: UI---------- 66
3.3.5.2: Delete TO&E (Manpower) for 'Unit'---------- 66
3.3.5.2.1: UI---------- 67
3.4.6: Configure TO&E (Equipment)----------67
3.4.6.1: Use case diagram of Configure TO&E(Equipment)---------- 67
3.4.6.2: UI----------68
3.4.7: Unit Exchange---------- 68
3.4.7.1: Use case diagram of Unit Exchange----------69
3.4.8: Organogram for 'Unit'---------- 69
3.4.9: Configure Permission for 'Unit'---------- 69
3.5: Roles & Permissions---------- 70
3.5.1: Create Permissions Groups---------- 70
3.5.1.1: UI----------71
3.5.1.1: Edit Permissions Groups---------- 71
3.5.1.1.1: UI---------- 72
3.5.1.2: Delete Permissions Groups----------72
3.5.1.2.1: UI---------- 73
3.3.1.2: Configure Permissions for Permission Groups---------- 73
3.3.1.2.1: Use case diagram of Configure Permissions---------- 75
3.5.2: Permissions----------75
3.5.3: Roles---------- 75
3.5.3.1: UI----------77
3.5.3.1: Edit 'Roles'---------- 77
3.5.3.1.1: UI---------- 78
3.5.3.2: Delete 'Roles'----------78
3.5.3.2.1: UI---------- 79
3.5.3.3: Config Permission of 'Roles'----------79
3.6: User Management---------- 81
3.6.1: Create Rank---------- 81
3.6.1.1: UI---------- 81
3.6.2: Landing page of 'Rank'---------- 82
3.6.2.1: UI---------- 83
3.6.3: Edit/Delete 'Rank'---------- 83
3.6.3.1: UI---------- 84
3.6.4: Landing page of 'Appointment'---------- 84
3.6.4.1: UI---------- 85

3.6.5: Create ‘Appointment’----------85
3.6.5.1: UI---------- 87
3.6.6: Edit/Delete Appointment----------87
3.6.6.1: UI---------- 88
3.6.7: ‘Users’ Landing Page---------- 88
3.6.7.1: UI---------- 89
3.6.8: Create ‘User’---------- 90
3.6.8.1: UI---------- 91
3.6.9: Edit ‘User’---------- 92
3.6.9.1: UI---------- 93
3.6.10: Reset User Password---------- 93
3.6.10.1: UI----------94
3.6.11: Add Appointment---------- 94
3.6.11.1: UI----------95
3.6.12: Transfer---------- 96
3.6.12.1: Internal Transfer Landing Page---------- 96
3.6.12.1.1: UI---------- 97
3.6.12.2: Create Internal Transfer----------97
3.6.12.2.1: UI---------- 98
3.6.12.3: External Transfer Landing Page---------- 99
3.6.12.3.1: UI----------100
3.6.12.4: Create External Transfer---------- 100
3.6.12.4.1: UI----------102
3.6.12.5: Movement Orders Landing Page----------102
3.6.12.5.1: UI----------103
3.6.12.6: Create Movement Orders---------- 103
3.6.12.6.1: UI----------104
3.6.13: Transfer History---------- 104
3.6.13.1: UI---------- 105
3.7 Store House Management---------- 106
3.7.1: Sheds Landing Page---------- 106
3.7.2. Create Shed---------- 107
3.7.3. Edit/Delete Shed----------107
3.7.4: ‘Zone’ Landing Page----------108
3.7.5. Create ‘Zone’---------- 108
3.7.6: ‘Rack’ Landing Page----------109
3.7.7. Create ‘Rack’---------- 109
3.7.8. Create ‘Shelf’---------- 110
3.7.9. Create ‘Bin’---------- 111
3.8 Store Item Management----------112
3.8.1: Category Landing Page----------112

3.8.2: Create Category---------- 113
3.8.3: Vocab Landing Page----------113
3.8.4: Store Item Landing Page---------- 114
3.8.5: Create Store Item----------114
3.8.6: Dynamic Properties (DP) Landing Page----------115
3.8.7: Create Dynamic Property----------116
3.8.8: Store Item Configuration----------117

1. Introduction

ORDISS solution will improve coordination, transparency, and inventory management across branches, aligning with the Bangladesh Army's digital transformation objectives. ORDISS solution is being developed to streamline and modernize the entire lifecycle of ordnance inventory management for the Bangladesh Army's Master General of Ordnance (MGO) Branch. ORDISS (Ordnance Inventory Management System) solution aims to streamline the end-to-end supply chain & inventory management process by integrating Artificial Intelligence (AI) techniques for predictive analysis, provisioning, demand forecasting, and purchase forecasting. Furthermore, the system will incorporate Natural Language Processing (NLP) capabilities to provide a query interface for approvers and decision-makers, facilitating efficient information retrieval and decision support.

1.1 Vision

The vision of ORDISS is to deliver a secure, scalable, and modular web-based platform for the Bangladesh Army to efficiently manage its complete ordnance inventory lifecycle. The system aims to enable centralized control and decentralized execution across cantonments, formations, units, and depots through role-based access and data-driven operations.

1.2 Scope

ORDISS system will enhance efficiency, security, and interoperability by integrating all key processes and stakeholders involved in logistics and supply chain management.

Key Functional Areas:

- **Provisioning & Procurement:** Systematically forecasting requirements and initiating timely central & local procurement.
- **Inspection & Receipt:** Ensuring quality control and proper documentation of received items.
- **Demand & Issuance:** Managing unit requests, stock allocation, and distribution tracking.
- **Returns & Store Disposal:** Handling reverse logistics and the proper decommissioning of obsolete items.
- **Inventory Management:** Maintaining accurate stock levels, tracking movement, and minimizing discrepancies.
- **Reporting & Analytics:** Generating various reports, including stock reports, yearly and half-yearly summaries, to support informed decision-making.

System Capabilities:

- **Web-Based Solution Platform:** A centralized system offering full functionality for inventory and logistics management.

- **Mobile Application:** Limited access for specific tasks, such as approvals, tracking, and high-level insights.
- **AI Predictive Insights & NLP-Based Queries:** Providing data-driven forecasts for provisioning and procurement, along with a query system for approvers and decision makers.
- **Interoperability:** Seamless integration with existing military infrastructure and key units.
- **Security & Access Control:** Ensuring data protection and role-based permissions.

ORDISS system covers:

- Inventory management and tracking across depots and sub-depots
- AI-based predictive analysis for demand, provisioning, and purchase forecasting
- NLP-based query system for approvers and decision-makers
- Integration with directorates and units including COD, CMTD, WESD, DGDP, BOF, CAD, AFD, OOL Dep, IV&EE, IGS&C, IE&I, IA&E, GSSD, CSSD, SSD, ASSD, VSSD, MTSSD, ESG, IAP, and DOC

1.3 Stackholders

The following individuals and organizational units are stakeholders of this document. They either contribute to its creation, review its contents for alignment with technical and organizational standards, or rely on it for implementation and decision-making.

1.3.1 Technical Project Director

- Provides expert input on system architecture, integration strategies, and best practices.
- Reviews and advises on architectural decisions for alignment with industry standards.

1.3.2 ORDISS Development Team

- Authors and maintains the document.
- Uses the document to guide software design, development, testing and system implementation.
- Ensures the document reflects the current system state and technical direction.

1.3.3 IT Directorate

- Reviews for compliance with military IT infrastructure, security, and policy requirements.
- Validates that proposed designs meet operational deployment and security standards.

1.4 Definitions, Acronyms, and Abbreviations

Central Ordnance Depot **(COD)**
Central Mechanical Transport Depot **(CMTD)**
Weapons & Statistics Directorate **(WE&S DTE)**
Directorate General of Defense Purchase **(DGDP)**
Bangladesh Ordnance Factory **(BOF)**
Central Ammunition Depot **(CAD)**
Armed Forces Division **(AFD)**
Inspectorate of Vehicles and Engineering Equipment **(IV&EE)**
Inspectorate of General Stores and Clothing **(IGS&C)**
Overseas Operation Logistics Depot **(OOL Dep)**
Independent Ammunition Platoon **(IAP)**
Division Ordnance Company **(DOC)**
Inspectorate of Electronics and Instruments **(IE&I)**
Inspectorate of Armament and Explosives **(IA&E)**
Electrical and Mechanical Engineering **(EME)**
Inspection and Technical Development **(ITD)**
General Store Sub Depot **(GSSD)**
Clothing Store Sub Depot **(CSSD)**
Signal Store Sub Depot **(SSD)**
Ammunition Store Sub Depot **(ASSD)**
Vehicle & Supply Services Depot **(VSSD)**
Mechanical Transport, Supply and Storage Depot **(MTSSD)**
Division of Ordnance Company **(DOC)**
Equipment & Stores Group **(ESG)**

1.5 Product Scope

The system will enhance efficiency, security, and interoperability by integrating all key processes and stakeholders involved in logistics and supply chain management.

1.5.1 Key Functional Areas:

- Provisioning & Procurement: Systematically forecasting requirements and initiating timely central & local procurement.
- Inspection & Receipt: Ensuring quality control and proper documentation of received items.
- Demand & Issuance: Managing unit requests, stock allocation, and distribution tracking.
- Returns & Store Disposal: Handling reverse logistics and the proper decommissioning of obsolete items.
- Inventory Management: Maintaining accurate stock levels, tracking movement, and minimizing discrepancies.

- Reporting & Analytics: Generating various reports, including stock reports, yearly and half-yearly summaries, to support informed decision-making.

1.5.2 System Capabilities:

- Web-Based Solution Platform: A centralized system offering full functionality for inventory and logistics management.
- Mobile Application: Limited access for specific tasks, such as approvals, tracking, and high-level insights.
- AI Predictive Insights & NLP-Based Queries: Providing data-driven forecasts for provisioning and procurement, along with a query system for approvers and decision makers.
- Interoperability: Seamless integration with existing military infrastructure and key units.
- Security & Access Control: Ensuring data protection and role-based permissions.

2. ORDISS Description

2.1 Product Perspective

The system will integrate seamlessly with existing military infrastructure, facilitating smooth communication across units and departments within the Bangladesh Army.

2.1.1 Key Functionalities: ORDISS solution automates logistics processes like procurement, demand, indent, issuance, returns, and disposal, reducing errors and inefficiencies. It tracks inventory in real-time and offers AI-powered analytics for informed decision-making, ensuring efficient management of supplies.

2.1.2 User Experience: The system features an intuitive interface, ensuring ease of use for both high-ranking officers and operational staff. Customizable workflows make ORDISS solution adaptable to varying operational needs.

2.1.3 Integration & Scalability: ORDISS solution integrates smoothly with existing military systems, facilitating data exchange. It is scalable, handling growing inventory demands and additional features as the army's needs evolve.

2.1.4 Security & Compliance: ORDISS solution uses strict access controls to protect sensitive information and complies with national security and defense standards. It ensures data protection through reliable backups, safeguarding against failures and cyber threats.

2.1.5 Support & Maintenance: ORDISS solution will be regularly updated with enhanced features.

2.2 Product Functions (Core Modules)

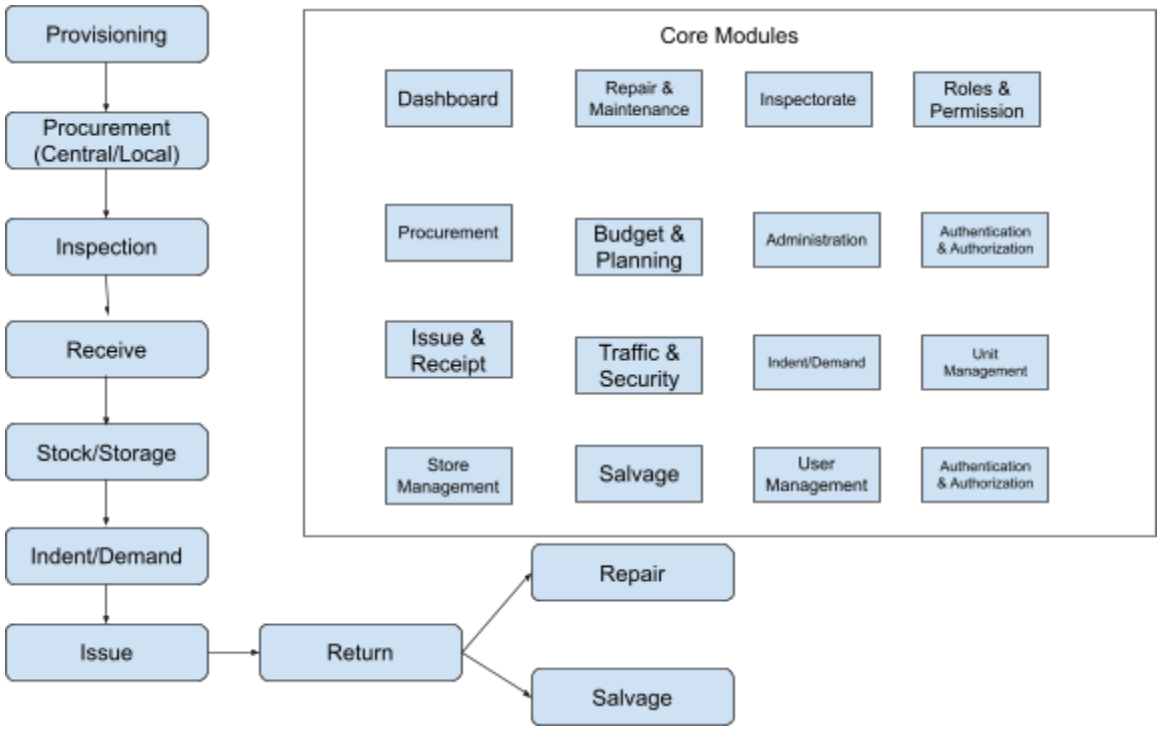


Figure: Core Modules of ORDISS

Description of ORDISS Core Modules:

2.2.1 Dashboard: This module is the central interface of the software system that provides users with a real-time overview of key metrics, notifications, and system status. It presents data visually through charts, graphs, and summaries, enabling quick insights and efficient decision-making.

2.2.2 Authentication & Authorization: This module ensures secure access to the system by implementing role-based authentication and authorization. Users are granted permissions based on their roles, ensuring that only authorized personnel can access sensitive data and functionalities.

2.2.3 Administration: This module is the backbone for managing system settings, user access, user role and unit management, store management and overall operational control. It allows administrators to configure system parameters, define roles and permissions, and control access levels for different users to ensure data security and integrity. Key functionalities include user management, unit management, role-based access control, store

item management, audit logs, TO&E and SSL, user appointment, system configuration and monitoring system activity.

2.2.4 Roles & Permissions: This module defines user roles and their corresponding permissions, ensuring a structured and hierarchical access control system. It allows administrators to configure different levels of access for various users, including high-level officers, depot managers, and procurement teams. By restricting access to specific modules and functionalities, this module enhances security and prevents unauthorized actions within the system.

2.2.5 Provisioning: Provisioning is the systematic process of determining future requirements for all items under Ordnance responsibility using scientific methods based on specific factors. It serves as the initial step in the Ordnance operational chain, guiding all subsequent activities. Procurement cannot commence without provisioning, and without procurement, there would be no inward flow of stores. Provisioning encompasses the timely initiation and monitoring of procurement actions. By ensuring accurate and timely provisioning, Ordnance maintains sufficient stock levels in various depots to meet the army's needs during both peacetime and wartime. Central and local purchase basically.

2.2.6 Procurement: While the procurement of stores is primarily handled by the Directorate General of Defense Purchase (DGDP), Ordnance also plays a significant role in procurement. Additionally, Ordnance conducts limited procurement through local purchases. It is also closely involved in acquiring Ordnance stores from abroad through various agreements, including deals, credit arrangements, and grants.

2.2.7 Inspection: Inspection is a critical function that ensures the quality and compliance of procured items before they are accepted into inventory. It involves checking stores against specifications, conducting tests, and verifying documentation. Inspection is carried out at multiple levels, including pre-delivery assessments, on-site examinations at depots, and post-storage quality checks. Only after successful inspection can items be approved for storage or issued for use.

2.2.8 Receive: Receipt is the next step in the Ordnance operational chain. Following procurement, stores are received at various Ordnance Depots from both domestic and international sources.

2.2.9 Stock/Storage: Once received, stores are held in Ordnance Depots until they are issued to units. In many cases, items remain in storage for several years before distribution. Storage involves the proper care, preservation, and maintenance of stores, ensuring protection against loss, theft, infestation, and deterioration.

2.2.10 Indent/Demand: Indent/Demand management ensures that units receive the necessary ordnance items based on operational requirements and inventory levels. Units submit indent/demand requests through the system, which then verifies stock availability and approval protocols. The module helps prioritize urgent demands, optimize resource

allocation, and prevent overstocking or shortages by providing real-time insights into indent/demand trends.

2.2.11 Issue: Issue is the most crucial and routine function of Ordnance Services. Stores under Ordnance responsibility are distributed from various Ordnance Depots to units and designated agencies outside the army based on indents or Army Headquarters (AHQ) Issue Orders. The issue process involves verifying indents, preparing issue documents, updating issue vouchers in account records, selecting stores, packing and marking items, and dispatching them accordingly. Local units collect their required stores directly from nearby Ordnance Depots.

2.2.12 Return: The return module facilitates the controlled return of excess, unserviceable, or defective stores from units back to Ordnance Depots. The process involves verification of returned items, updating inventory records, and assessing the condition of the returned goods. Depending on the status, items may be reissued, sent for repair, or marked for disposal. This ensures accountability and proper utilization of military assets.

2.2.13 Repair: Ordnance is responsible for the repair of all non-technical general stores, clothing, and ammunition/explosives. The repair module tracks items requiring maintenance, assigns repair tasks to designated workshops, and updates records upon completion. It ensures that serviceable items are restored to operational condition while tracking repair costs, time, and effectiveness.

2.2.14 Salvage/Disposal: This module manages the final phase of an item's lifecycle, overseeing the proper disposal of obsolete, unserviceable, or surplus ordnance stores. It includes assessment, authorization, and execution of disposal actions such as auctioning, scrapping, or destruction. The system ensures compliance with regulations, maintains records of disposed assets, and prevents unauthorized reuse of discarded items.

2.2.15 Unit Management: Facilitates the structured management of all Bangladesh Army units.

2.2.16 Location Management: Enables the tracking and assignment of unit locations across different regions of Bangladesh, ensuring accurate geographical distribution and deployment monitoring.

2.2.17 Store Management: Provides precise tracking of item locations within storage facilities, including tray, drawer, and zone details, ensuring efficient stock retrieval and inventory organization.

2.2.18 Repair and Maintenance: This module tracks and manages the repair and maintenance of inventory items, ensuring they remain in good condition, reducing downtime, and extending their usable life.

2.3 Involved Units

The following units under the Master General of Ordnance (MGO) Branch will be integrated into the ORDISS system:

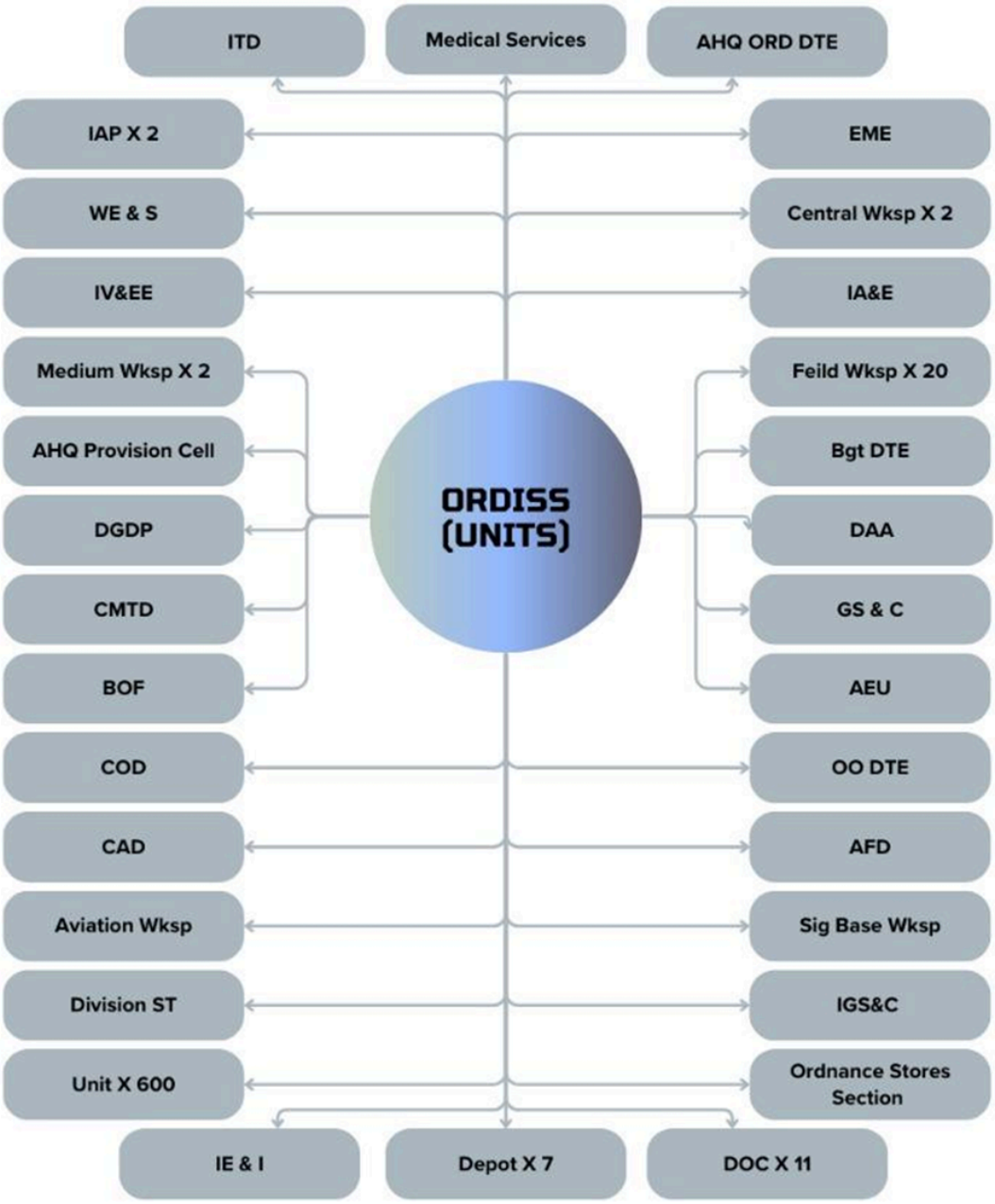


Figure: Involved Units

2.3.1 Unit-wise Purpose

2.3.1.1 With ORDISS Solution, the **AHQ Ordnance Directorate** will manage and optimize the supply chain, ensuring efficient resource allocation, budget control, and coordination between military, government, and private entities for procurement and transportation. The system will enable streamlined tracking and reporting of supplies and operations, contributing to improved decision-making and logistics efficiency.

2.3.1.2 The **AHQ Ordnance Directorate – Provision Cell** will automate and optimize processes for ordering, purchasing, storing, and distributing ordnance supplies, focusing on inventory management, timely deliveries, and managing the movement of supplies between depots. It will also handle obsolete item disposal and ensure supply chain continuity.

2.3.1.3 The **Central Ordnance Depot (COD)** will manage the storage, receipt, and issuance of ordnance items, excluding specific vehicle parts and ammunition. With ORDISS solution, the depot will handle inventory replenishment, repairs for non-technical stores, and the disposal of surplus items, ensuring smooth operations for other depots.

2.3.1.4 The **Central Mechanical Transport Depot (CMTD)** will manage the inventory and maintenance of vehicles and aviation equipment, ensuring efficient allocation of vehicle-related supplies and repair tracking. ORDISS will support the storage, maintenance, and logistics of these resources, improving operational efficiency.

2.3.1.5 The **WE&S Directorate** advises the General Staff Branch and other Army HQ branches on weapons and equipment policies. It plans and manages the procurement, development, and allocation of controlled stores while handling military aid, foreign deals, and loan agreements. The directorate organizes GSPC meetings, obtains procurement approvals, and oversees the introduction, standardization, and phasing out of weapons and equipment. It ensures the implementation of procurement and small arms policies across all security forces. Additionally, WE&S evaluates research and development projects, supervises ITD Directorate on R&D matters, and maintains updated records of personnel, weapons, equipment, and vehicles for operational readiness.

2.3.1.6 The **Directorate General of Defence Purchase (DGDP)** is an office under the Ministry of Defence responsible for managing the procurement of defence stores and materials both from local and international sources. The DGDP plays a key role in fulfilling the procurement needs of the three services and other defence organizations, while also overseeing the disposal of surplus, obsolete, and unserviceable stores. It maintains strong connections with military organizations, local industries, and foreign embassies to ensure the effective and timely procurement of necessary defence materials.

2.3.1.7 **Bangladesh Ordnance Factories (BOF)** is a key organization for meeting the country's defense needs. It produces armaments and ammunition for the Army, Navy, Air Force, and law enforcement agencies. BOF is self-sufficient in managing its logistical support and has a strong production capacity.The factories under BOF manufacture a range of items such as modified T-56 rifles, ammunition, and blank cartridges. It also works on developing

new defense products like grenades, rifle grenades, and specialized ammunition.BOF's main functions include producing defense materials, supporting technical development, and offering expertise to other sectors. It plays a significant role in the country's defense self-reliance, particularly in small arms and ammunition.

2.3.1.8 The **Central Ammunition Depot (CAD)** is responsible for the receipt, storage, maintenance, and issuance of ammunition and explosives for the Bangladesh Army, Police, Ansars, and other specified organizations. Located at Rajendrapur, CAD ensures the supply of serviceable ammunition, conducts repairs and proof tests, and manages security and fire safety within the depot. The depot operates with various specialized branches to handle administrative, logistical, and technical functions, ensuring efficient ammunition management in both peace and wartime.

2.3.1.9 The **Armed Forces Division (AFD)** is responsible for preparing defense policies, coordinating the mobilization of defense services during national emergencies, and overseeing joint services operations, training, and logistics. It manages procurement policies for defense services, including foreign purchases and emergency acquisitions. AFD also handles administrative functions such as the promotion and posting of senior officers, legal matters, and welfare of ex-service members. Additionally, it oversees the financial management of defense-related funds and coordinates relief operations for national emergencies. AFD ensures close coordination between civil administration and the defense forces in all its functions.

2.3.1.10 The **Army Embarkation Unit**'s **(AEU)** mission is to receive and clear imported stores, manage the movement of army personnel, and dispatch stores on behalf of the army. Its capabilities include handling and acting as a clearing agent for all imported and exportable stores and controlling the movement of army personnel. The unit operates under a single allotment for the Bangladesh Army and depends on local formations for maintenance support.

2.3.1.11 The **Inspectorate of Vehicles and Engineering Equipment (IV&EE)** is responsible for inspecting, testing, and advising on vehicles and engineering equipment for the army. Its key functions include examining tender samples, inspecting stores, conducting tests, investigating defects, and recommending modifications. The unit is divided into three wings: Inspection (handling tenders and bulk inspections), Admin (managing finances, personnel, and operations), and Development (focused on indigenous development and project progression). IV&EE ensures the technical reliability and modernization of army equipment.

2.3.1.12 The **Inspectorate of General Stores and Clothing (IGS&C)** is responsible for inspecting, testing, and modifying general stores and clothing items procured by the army. Its key functions include examining tender samples, providing technical advice, inspecting and testing stores, investigating defects, and suggesting remedies. The unit also handles modifications, fabricates prototypes, maintains paper particulars, and prepares drafts for

approval by the Director of Inspection and Technical Development. This ensures that the army's general stores and clothing meet the required standards and specifications.

2.3.1.13 The **Overseas Operation Logistics Depot (OOL Dep)**, located in Dhaka, is responsible for managing control and uncontrol stores for UN contingents. It is technically controlled by the AHQ, GS's Br Overseas Operations Directorate, and administratively by the Logistics Area. The depot ensures smooth supply and maintenance of stores, equipment, and supplies for deployed or deploying contingents and sub-units. It handles procurement, storage, repair, and disposal of equipment, and organizes training activities for its personnel. The depot also maintains buffer stocks and ensures the proper inspection and disposal of returned stores. The Commandant oversees its operations.

2.3.1.14 The **Budget Directorate** is responsible for formulating, managing, and monitoring the defense budget. It ensures efficient allocation of funds for personnel, operations, procurement, and projects. The Directorate oversees financial planning, manages various defense funds, coordinates audits, and ensures compliance with financial regulations. It plays a key role in ensuring that resources are used effectively to support the Armed Forces' operational and strategic needs.

2.3.1.15 The **Signal Base Workshop** is responsible for the repair of all signal equipment held by signal units, providing specialized maintenance and repair services to ensure the operational readiness of vital communication technology, distinguishing itself by focusing solely on signal equipment for signal units, with the Electrical & Mechanical Engineers handling repairs for non-signal units.

2.3.1.16 The **Field Workshop** provides comprehensive electrical and mechanical engineering support to a standard infantry brigade and designated units, offering field and limited base repairs for a wide range of equipment, including vehicles, small arms, guns, and telecommunication devices, while also delivering second-line recovery, inspections, technical advice, and spare parts supply, ensuring the operational readiness of military assets in the field.

2.3.1.17 The **703 Medium Workshop** provides electrical and mechanical engineering support to static and field units in Dhaka and surrounding areas, focusing on field and limited base repairs for vehicles, small arms, armaments, and communication equipment, while also conducting second and third-line recovery, assisting in technical inspections, and supplying spare parts, maintaining operational readiness in its designated region.

2.3.1.18 The **Central Workshops** execute base repair and overhaul of vehicles and armaments, with the 902 Central Workshop handling "A" vehicles (tanks) and related equipment, along with limited spare parts manufacturing, and the 901 Central Workshop undertaking base repair and overhaul of "B" and "C" vehicles and general equipment, managing the repair of a wide range of vehicles, engines, small arms, and diverse equipment, supporting the logistical needs of the army.

2.3.1.19 The **Independent Ammunition Platoon (IAP)** holds second-line reserve ammunition and explosives for the formation in its area of responsibility, issuing these supplies to units and deploying sections with divisional transport, ensuring the availability of critical ammunition reserves to support combat readiness.

2.3.1.20 The **Division Ordnance Company (DOC)** provides ordnance support to the division in peace and war, managing selected fast-moving ordnance stores per the Selective Stockage List (SSL), handling receipt, stocking, and issuance, and in wartime, collecting and distributing ordnance stores, maintaining stocks of controlled items, and managing returns, ensuring the division's ordnance needs are met.

2.3.1.21 The **Inspectorate of Electronics and Instruments (IE&I)** scrutinizes indents and contracts, inspects procured electronics and instruments, and provides technical guidance while participating in development works, conducting trials, investigating defects, and modifying equipment, ensuring the quality and functionality of electronic and instrumental equipment for the army.

2.3.1.22 The **Inspectorate of Armament and Explosives (IA&E)** is responsible for inspecting, testing, and ensuring the quality and safety of armaments and explosives. It provides technical guidance, investigates defects, conducts trials, and recommends modifications or developments. The unit examines tender samples, advises procurement authorities, inspects accepted stores, and maintains sealed samples and technical documentation. It plays a critical role in ensuring the operational readiness and reliability of armament systems. Scale: One unit for Bangladesh Army.

2.3.1.23 The **Electrical and Mechanical Engineering (EME)** Corps is responsible for maintaining the operational fitness of army equipment, including electrical, mechanical, and aeronautical items. It provides technical advice, conducts repairs and inspections, and ensures the recovery of damaged equipment. The EME Directorate oversees this process, issuing policies, coordinating repairs, and ensuring the supply of spare parts. The corps also manages technical training, logistics planning, and the efficiency of workshops, ensuring all equipment is combat-ready and operational.

2.3.1.24 The **Inspection and Technical Development (ITD)** Directorate oversees the inspection, technical development, and modernization of various stores in the army, including vehicles, engineer equipment, small arms, ammunition, explosives, and electronics. The directorate manages four key inspectorates: Vehicle and Engineer Equipment, General Stores and Clothing, Armament and Explosives, and Electronics and Instruments. ITD Dte is responsible for ensuring quality control, developing new stores, and modernizing existing ones through testing and trials. It also provides technical guidance to industries, purchases, and personnel, while ensuring effective administrative control, including staff recruitment and welfare.

2.3.1.25 The **Field Artillery Brigade** provides artillery support and advice to formations, executing fire support tasks, counter bombardment, and offering liaison and

communication. The Field Regiment Artillery delivers direct fire support, neutralization, defensive fire, and harassing fire, while ensuring mobility and quick re-deployment. The Medium Regiment focuses on long-range fire support and can reinforce artillery brigades, and the Division Locating Battery provides survey control, meteorological data, and locates hostile artillery, using radar and sound-ranging for target adjustment. All units are mobile and support effective artillery operations.

2.3.1.26 An **Infantry Brigade** is a field formation that can be independent or part of a Division, commanded by a Brigadier General. The Brigade HQ is responsible for coordinating operations, intelligence, and administration. It is led by the Brigade Major (BM), who oversees staff officers for operations, intelligence, and education. The A & Q Branch handles administration, logistics, and supply matters, while the Establishment Branch manages general administration and security. The Brigade HQ ensures smooth functioning through a well-structured team handling various operational, training, and support duties.

2.3.1.27 The **Medical Services** in the army play a crucial role in the collection, evacuation, and treatment of the sick and wounded, aiming for their swift return to duty. The Director General of Medical Services (DGMS) oversees the medical operations, with the Assistant Director of Medical Services (ADMS) managing medical teams at the division and communication sub-area levels. At the unit level, Regimental Medical Officers (RMOs) and support personnel provide care, while Field Ambulance units and other specialized medical units at the division level offer advanced medical support. Medical teams are responsible for preventive and curative care, ensuring the health of the troops, and coordinating medical planning across the division.

2.3.1.28 The **Division Supply and Transport Battalion** is responsible for providing supply and transport support to an infantry division, including rations, petroleum, oils, lubricants, and ammunition. It coordinates and controls the technical functions of Army Service Corps units, such as Base and Station Supply Depots, within the division's area. The Battalion Headquarters manages and coordinates the operations of two to three supply and transport companies. Company Headquarters oversees a mechanical transport platoon and a field supply platoon. The mechanical transport platoon provides 24 load carriers, while the field supply platoon supports up to 5,000 troops with the supply of bulk items. Additionally, the Tank Transporter Section lifts tracked vehicles. To meet transport demands, additional resources may be sourced from civilian or other channels.

3. Functional Modules of ORDISS

3.1 Administration Module:

In this module, the administrator (Super Admin) will configure system parameters, define roles and permissions, and control access levels for different users to ensure data security and integrity.

The primary role of Super Admin will be user management, unit management, role-based access control, store item management, audit logs, TO&E and SSL, Auditing, Reports, user appointment, system configuration and monitoring system activity.

This module contains following Menus:

- **Unit Types: ‘**Unit Types’ is the first menu under the Administration module of ORDISS system to categorize a set of units which will help us to define Organogram for all units of the unit type & configure TO&E (Equipment) for all units. Here, Super admin will be the only actor who will create/update/delete the ‘Unit Types’.
- **Organogram: ‘**Organogram’ menu is to define the internal structure of a unit. It can be defined at unit type level and specific unit level. Every unit type has their own organization structure. The level of children of the organogram is unlimited. Each child tree node has a specific type called “Sub-Unit”. While defineing organogram the corresponding HQ, TO&E (Manpower), Configure Permissions, Configure Store Items, Configure Control & Receive Items need to be mentioned as well.

  Super admin and unit admin users have access to this menu. Super admin will create Organogram and unit admin may modify.

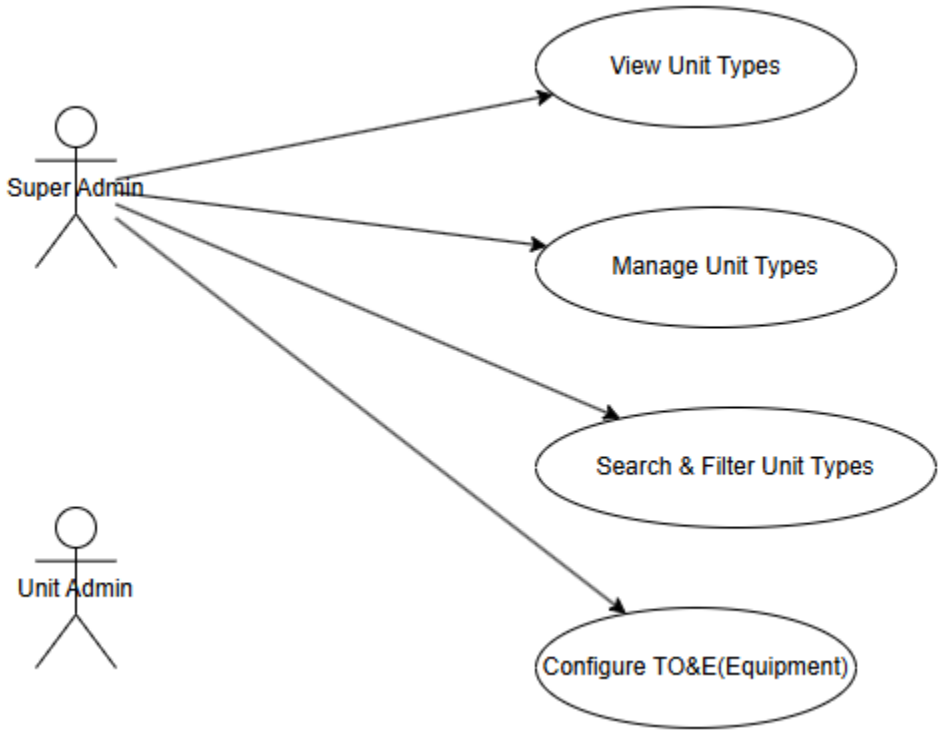
- **Units:** ‘Unit’ menu is to define the Unit. Only super admin will create a unit where unit admin won’t have permission to create Unit. While creating a Unit, the ‘Unit Type’ needs to select which results TO&E (Equipment), TO&E (Manpower), Organogram, Permissions, store items & receive items will fetch automatically for that Unit. Based on this, the newly created Unit will operate.
- **Roles & Permissions:** This menu is to define the roles & permission of the Unit. Based on the roles & permission, the following unit will operate accordingly.

  Under this menu there will be 3 sub menus: Permission Groups, Permissions & Roles.

  - **Permission Groups:** Permission groups are pre-defined, no one will be allowed to create.
  - **Permission:** Anyone can see his allocated permission. There will be no option to modify permission.
  - **Roles:**
- **User Management:**

- **Store Item Management:**
- **Store Item Configuration:**
- **TO&E:**
- **SSL:**
- **Audit Logs:**
- **Reports:**
- **Forms:**
- **Unit Settings:**

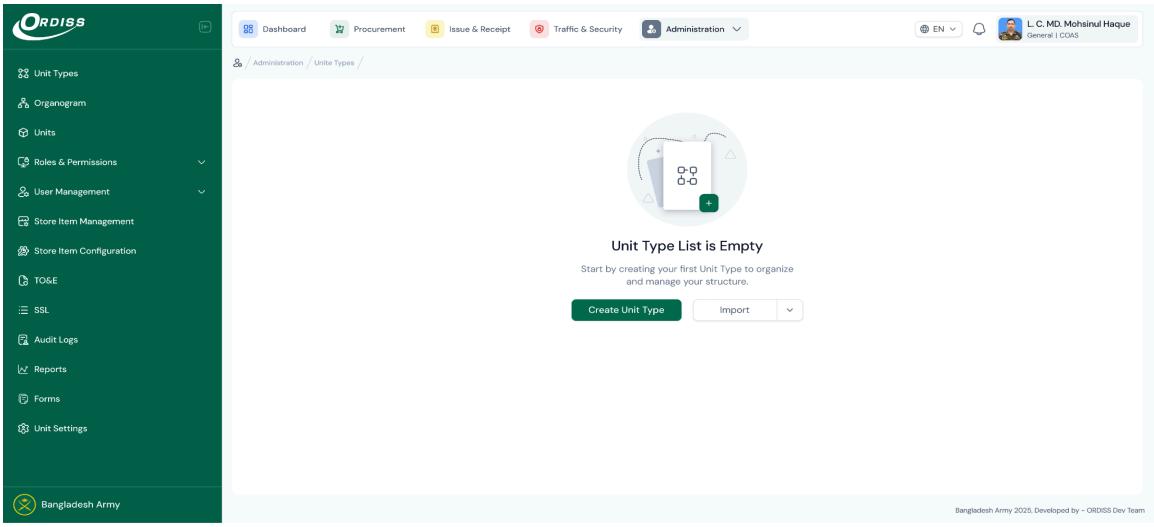
3.2: Use case diagram of 'Unit Types' module



3.2.1: Unit Type Landing Page

- **Use Case ID:** UC-001
- **Use Case Name:** Unit Type Landing page
- **Primary Actor:** Super Admin
- **Description:** After login & clicked on 'Unit Types' super admin will redirect to 'Unit Types' landing page. Here he will find the 'Create Unit Type' & 'Import' button. Clicked on it, super admin will redirect to another page which is described below.

3.2.1.1: UI



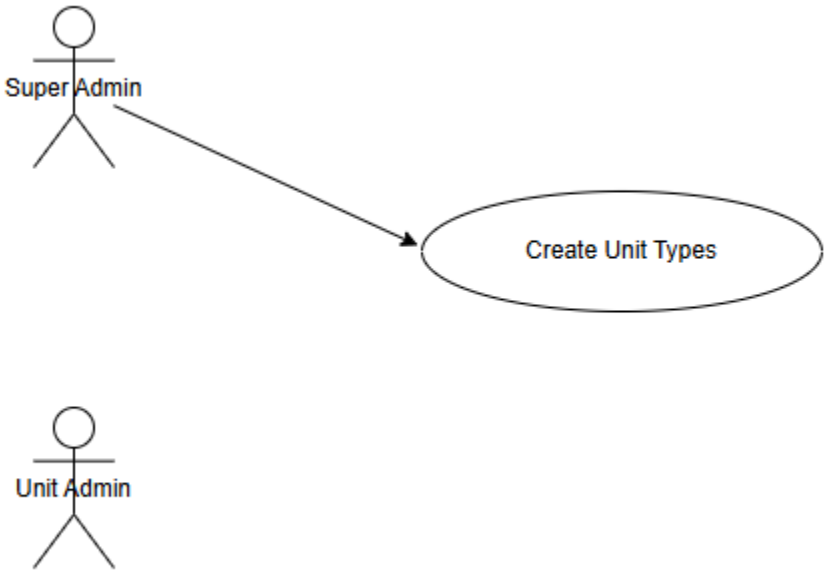
3.2.2: Create Unit Types

- **Use CaseID:** UC-002
- **Use Case Name:** Create Unit Types
- **Primary Actor:** Super Admin
- **Description:** After clicking on 'Create Unit Type' super admin will find the modal to create 'Unit Type' with the following table (field names & details).
  -Possible units are provided in excel.

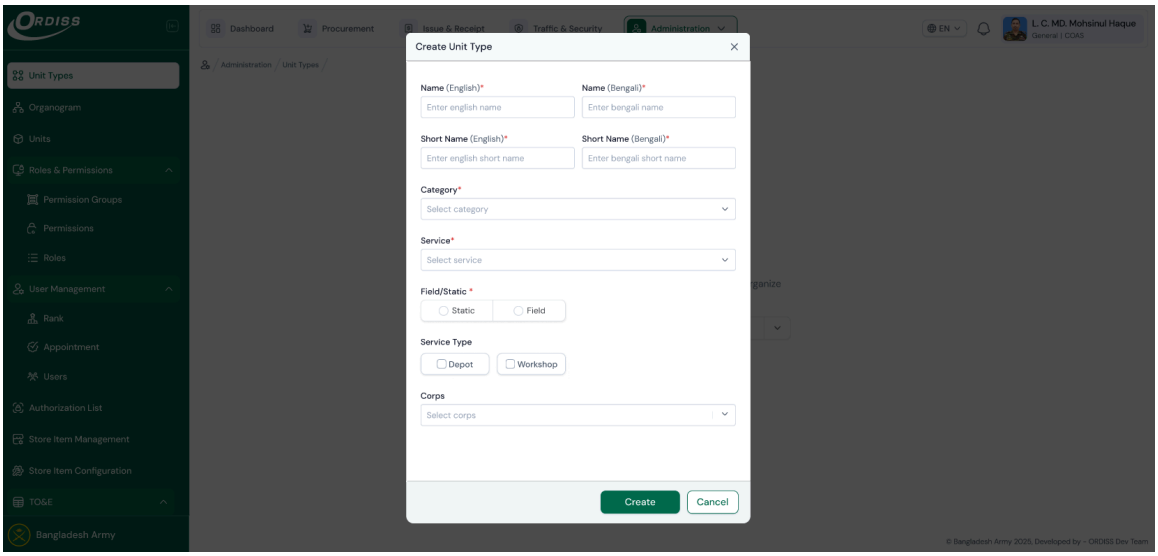
Field Name	Data Type	Is Mandatory	Description	Options
Name (ENG & BAN)	Text (256)	Yes	Name of the unit type	
Short Name (EN & BAN)	Text (128)	Yes		
Category (ENG & BAN)	Option (Single Valued)	Yes		Arms, Service, Headquarter (HQ), Directorate (DTE), Inspectorate (Insp)
Static/Field (ENG & BAN)	Option	Yes		Static, Field
Service	Option (Single Valued)	Yes		Bangladesh Army, Bangladesh Navy, Bangladesh Air Force, Border Guard

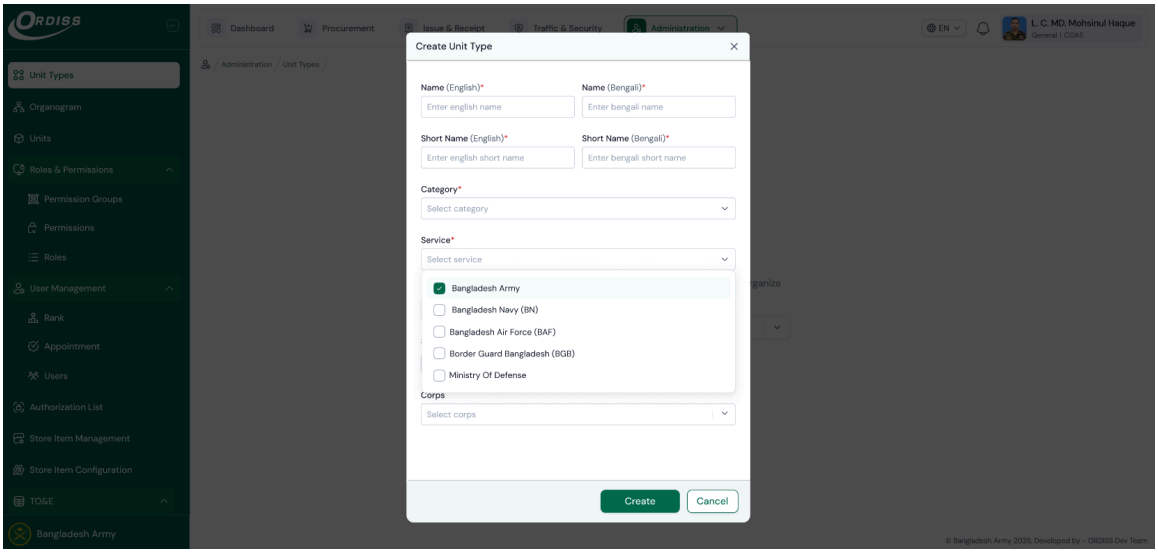
				Bangladesh, Ministry of Defense
Service Type (ENG & BAN)	Option (Multi-Valued)	No		Depot, Workshop
Corps (ENG & BAN)	Option (Multi-Valued)	No	Chips	See Excel

3.2.2.1: Use case diagram



3.2.2.2: UI



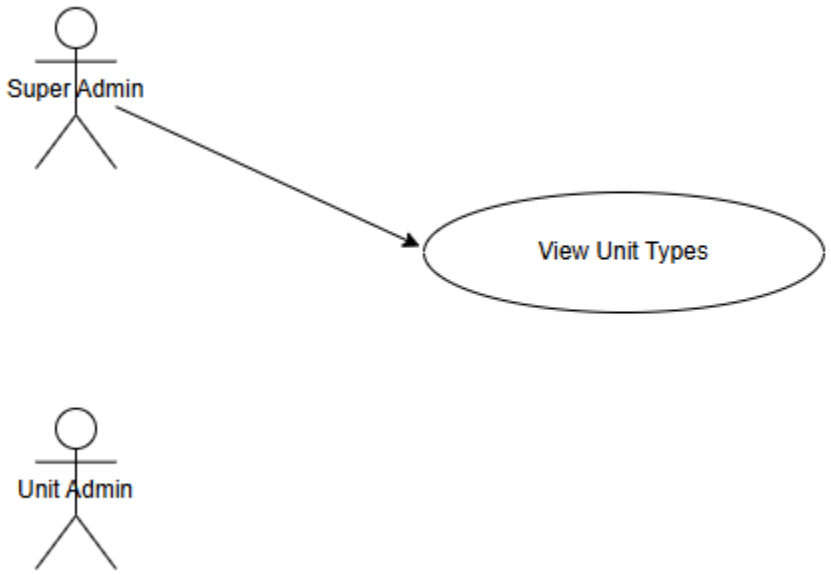


3.2.3: View Unit Types

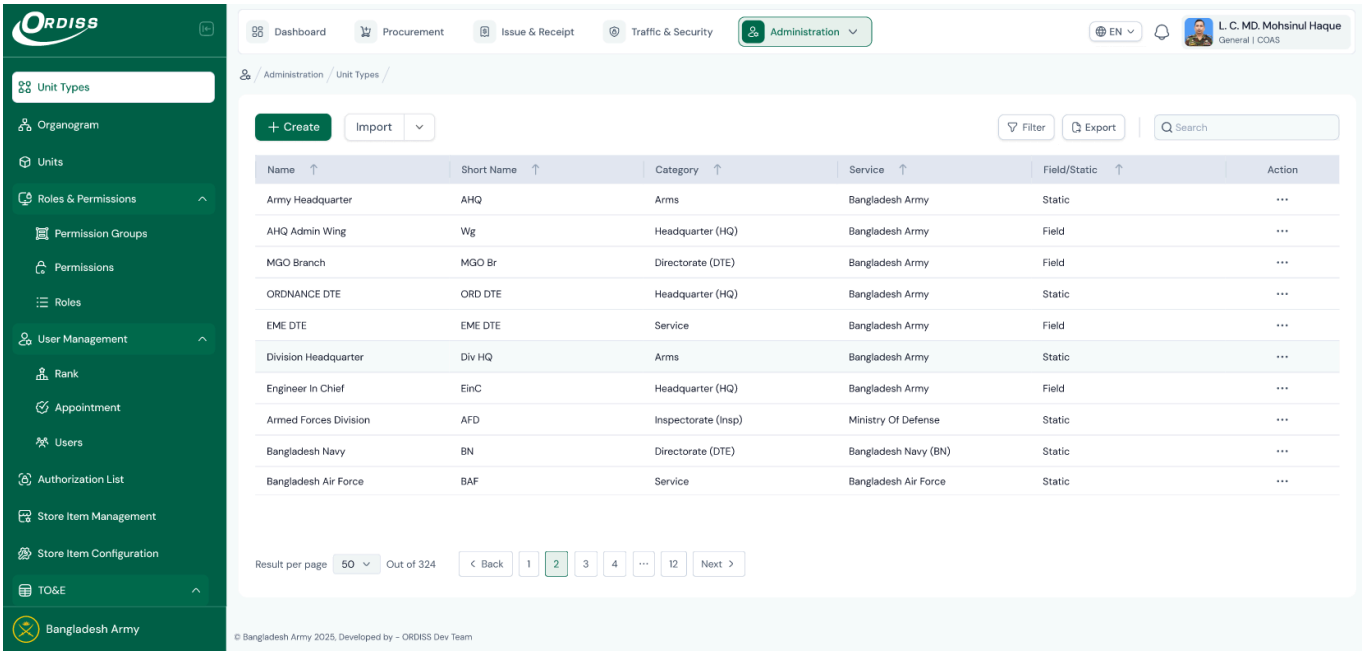
- **Use Case ID:** UC-003
- **Use Case Name:** View Unit Types
- **Primary Actor:** Super Admin
- **Description:** After creating the Unit types, super admin will redirect to the Unit types list with a grid view.
  -Grid Columns: Name, Short Name, Category, Service, Field/Static & Action.
  -Action icon buttons: Edit, Delete, TO&E (Equipment).

-On top grid buttons or actions: Create, Download Excel Template, Import From Excel.
-On top grid filter options: Category, Type, Service Type, Corps. On top of grid search by name.
-At bottom of grid pagination.

3.2.3.1: Use case diagram of 'View unit types'



3.2.3.2: UI

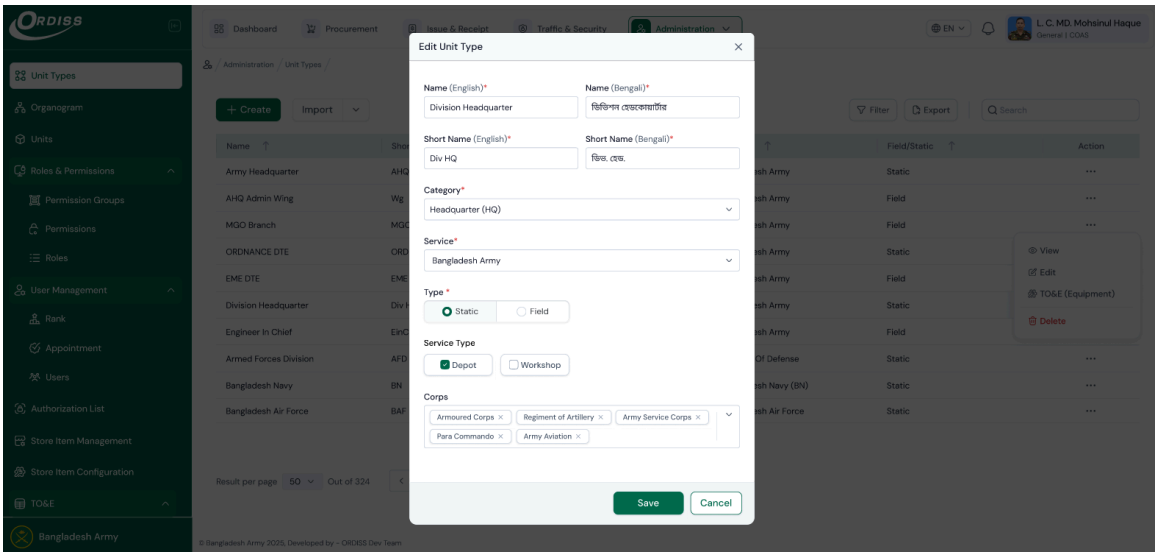


3.2.4: Edit Unit Types

- **Use Case ID:** UC-003.1
- **Use Case Name:** Edit Unit Types
- **Primary Actor:** Super Admin
- **Description:** After creating the unit types, super admin may Edit the Unit types.

- Grid Columns: Name, Short Name, Category, Service, Field/Static, Service Type, Corps & Action.
- Unit Type is editable anytime
- If unit is created under unit type, only name will be editable
- Bottom of the page will be 'Save' & 'Cancel' button

3.2.4.1: UI

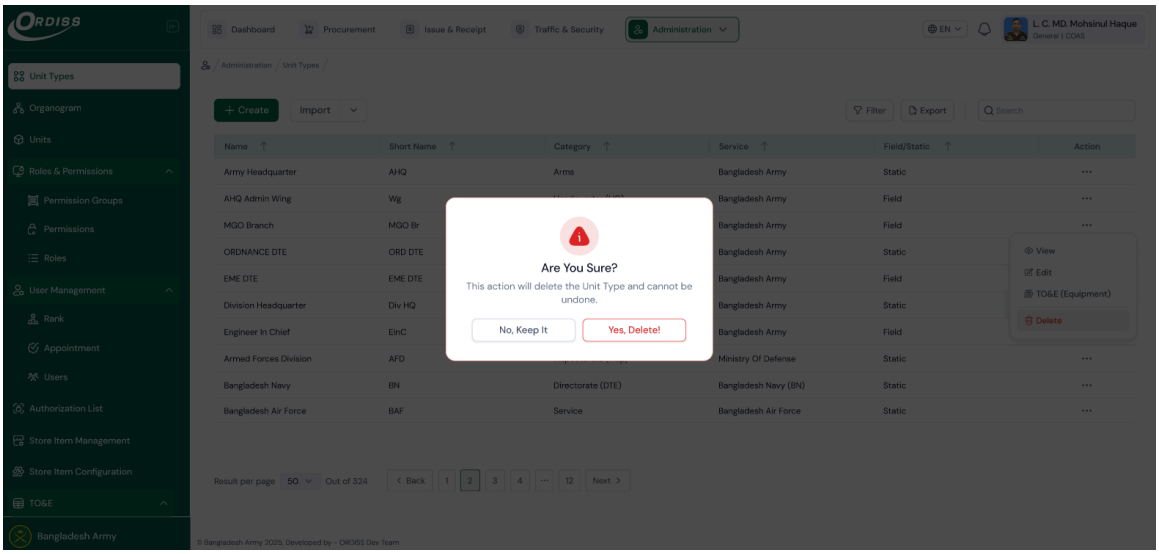


3.2.5: Delete Unit Types

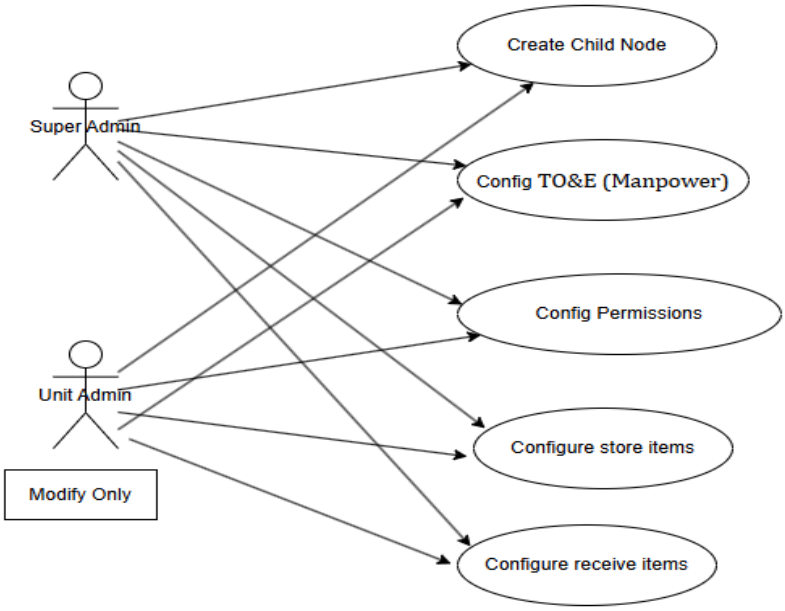
- **Use Case ID:** UC-003.2
- **Use Case Name:** Delete Unit Types
- **Primary Actor:** Super Admin
- **Description:** After creating/editing the unit types, super admin may Delete the Unit types. .

- Hard delete, when no unit of the unit type has been created
- There will be a confirmation Button (Yes / No) while deletion.

3.2.5.1: UI



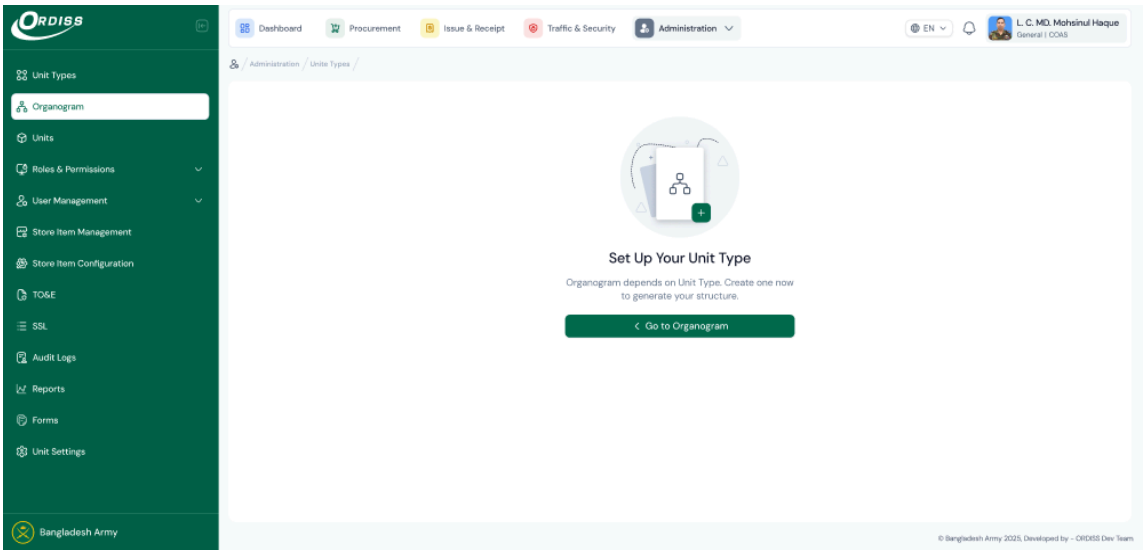
3.3: Use case diagram of 'Organogram' module



3.3.1: Organogram Landing page

- **Use Case ID:** UC-004
- **Use Case Name:** Organogram Landing page
- **Primary Actor:** Super Admin & Unit Head
- **Description:** After login & clicked on 'Organogram' super admin will redirect to 'Organogram' landing page. Initially there will be no data and Admin have to create.
  -Organogram menu is to define the internal structure of a unit. It can be defined at unit type level and specific unit level. Every unit type has their own organization structure. The level of children of the organogram is unlimited. Each child tree node has a specific type. Let's call this "Sub-Unit".
  -Possible sub-unit types are: Sub-Depot (SD), Branch (Br), Directorate (Dte), Group (Gp), Cell, Section (Sec), Division (Div), Brigade (Bde), Battalion (Bn), Regiment (Regt), Company (Coy), Platoon (Pl), Squadron (Sqn), Troops (Tps), Battery (Bty).
  -Super admin and unit admin users have access to this menu.
  -Super admin will create Organogram and unit admin may modify.

3.3.1.1: UI

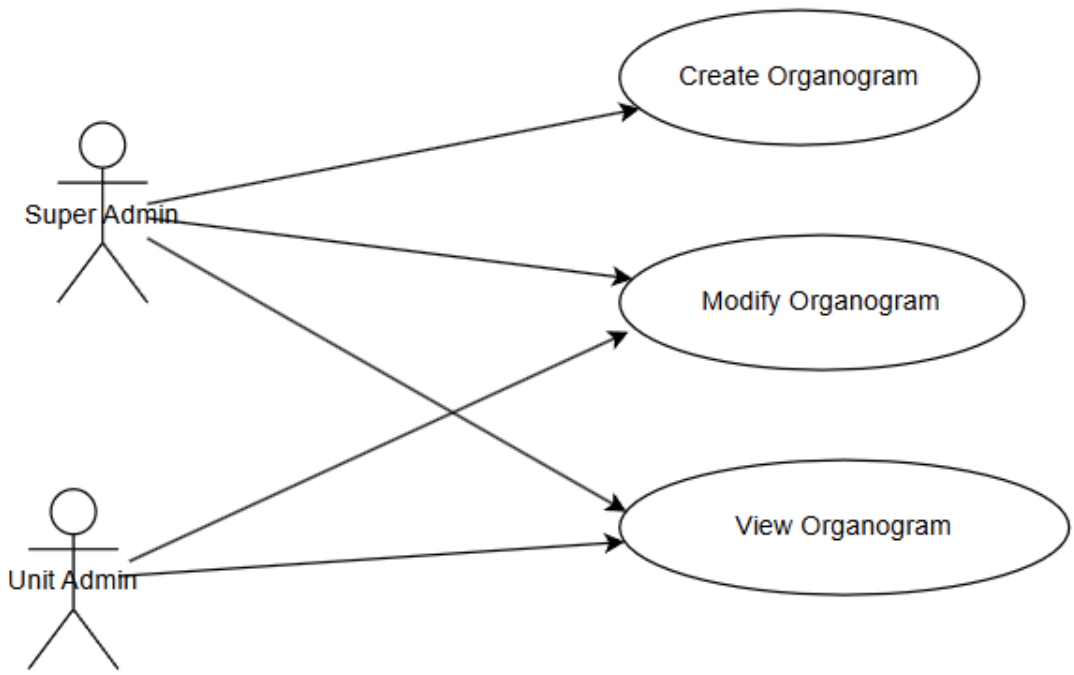


3.3.2: Create Organogram

- **Use Case ID:** UC-005
- **Use Case Name:** Create Organogram
- **Primary Actor:** Super Admin & Unit Admin
- **Description:**
    - As a card the unit type details will be shown at the top of the page.
    - Next a layer of buttons:
      Download Excel Template, Import From Excel, Add Head Quarter.
      After adding the Head Quarter, the Add Head Quarter button should be hidden.
    - The next layer is for the canvas to show the organogram.
    - Each node context buttons:
        - Edit: Name (ENG & BAN), Description (ENG & BAN), Type, Can Store Items, Can Receive Items, Can Control Items.
        - Create Child: To create a child (sub-unit) under the node.
        - Remove Sub-Unit: A confirmation window. The node and all its children will be removed. **If HQ is defined against any node, then it can't be removed**.
        - Remove all Children: A confirmation window. All its children will be removed.
        - TO&E (Manpower): **Will navigate the user to another page to define the TO&E (Manpower) for the sub-unit**.
        - Configure Permissions: **Will navigate the user to another page to configure permissions.**

- Configure Store Items: Only visible for sub-units for which "Can Store Items" is true. **Will navigate the user to another page to configure.**
- Configure Receive Items: Only visible for sub-units for which "Can Receive Items" is true. **Will navigate the user to another page to configure.**
- Configure Control Items: Only visible for sub-units for which "Can Control Items" is true. **Will navigate the user to another page to configure.**

3.3.2.1: Use case diagram of 'Create Organogram'

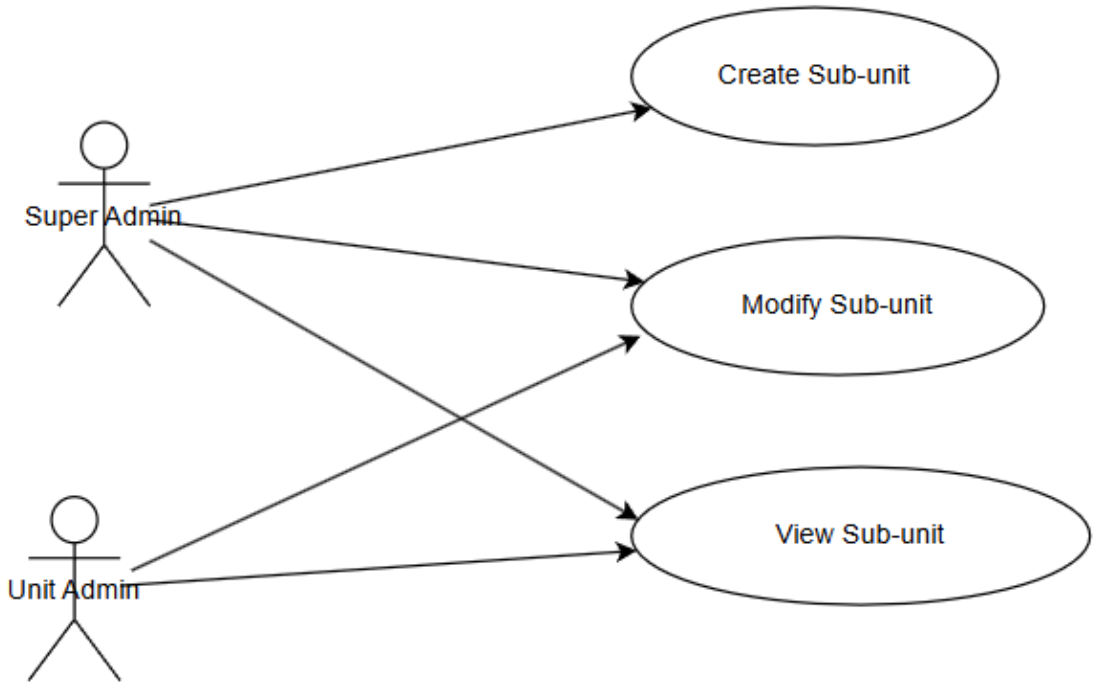


3.3.2.2: Create Child (Sub-Unit): As Modal

- **Use Case ID:** UC-005
- **Use Case Name:** Create Child (Sub-unit)
- **Primary Actor:** Super Admin & Unit Admin
- **Description:** The following columns with corresponding data type will be considered while creating the sub-unit. Based on this sub-unit, a corresponding Organogram will be created.

Name	Data Type	Is Mandatory	Description	Options
Name (ENG & BAN)	Text (256)	Yes		
Description (ENG & BAN)	Text (512)	No		
Type (ENG & BAN)	Option (Single Valued)	Yes		Head Quarter (HQ), Sub-Depot (SD), Branch (Br), Directorate (Dte), Group (Gp), Cell, Section (Sec), Division (Div), Brigade (Bde), Battalion (Bn), Regiment (Regt), Company (Coy), Platoon (Pl), Squadron (Sqn), Troops (Tps), Battery (Bty)
Can Store Items	Checkbox	No		
Can Receive Items	Checkbox	No		
Can Control Items	Checkbox	No		

3.3.2.2.1 Use case diagram of Create (Sub-unit)

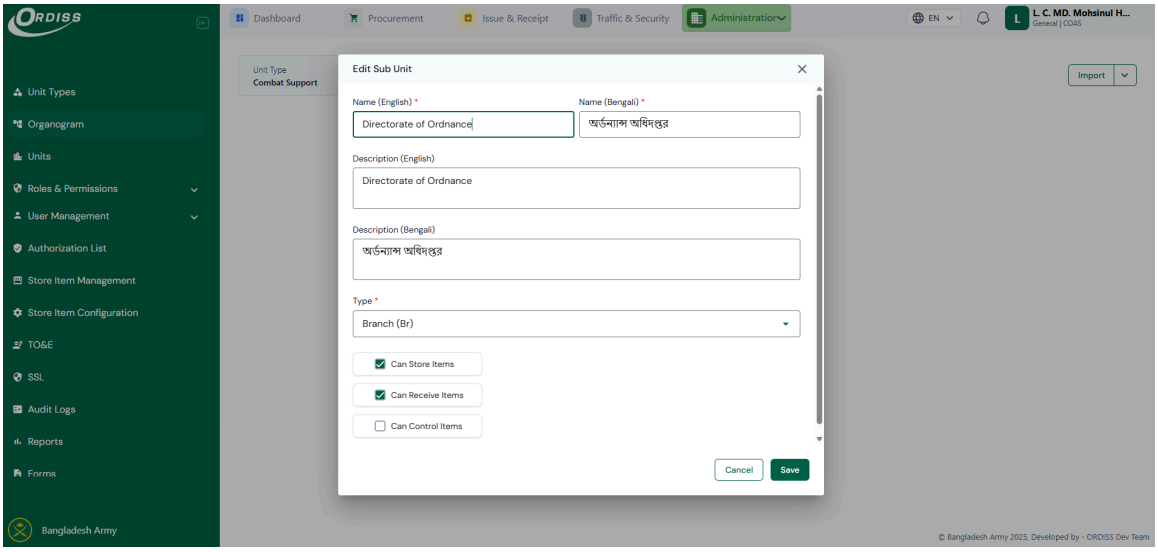


3.3.2.2.1 Edit Child (Sub-Unit)

- **Use Case ID:** UC-005.1
- **Use Case Name:** Edit Child (Sub-Unit)
- **Primary Actor:** Super Admin
- **Description:** After creating the unit types, super admin may Edit the Sub-Unit.

- Grid Columns: Name (ENG & BAN), Description (ENG & BAN), Sub-Unit Type , Can Store Items, Can Receive Items, Can Control Items.
- Bottom of the page will be 'Save' & 'Cancel' button

3.3.2.2.1.1: UI



3.3.2.3: Create 'Configure TO&E (Manpower)' for 'Unit Type'

- **Use Case ID:** UC-006
- **Use Case Name:** Configure TO&E (Manpower)
- **Primary Actor:** Super Admin & Unit Admin
- **Description:** Under the sub-unit, TO&E (Manpower) needs to be defined. This TO&E (Manpower) will help to identify the system users who will perform system activities based on authentication and authorization. After adding TO&E (Manpower) for any sub-unit, the organogram will represent the manpower for a particular office/sub-unit in the tree view.

  Details Description:

  - At top, a card to show unit type details and sub-unit details.
  - If 'Is System User = True'-> Select any role (required), Else no option to select any role.
  - Layer of buttons:
    - Download excel template, Import excel template, Create.
    - A Grid to show manpower. Grid columns: Appointment Name, Number, Army/Civilian, Rank, Is System User. Action buttons: Edit, Delete.
    - At top: Sub-Unit Name, Sub-Unit Type, Appointment, Export & Search by name will be available.

  Post Action:

  - After creating a TO&E (Manpower), a copy will be stored in 'User Management'-> 'Appointment'-> Grid with concern Unit Type & Sub-Unit.

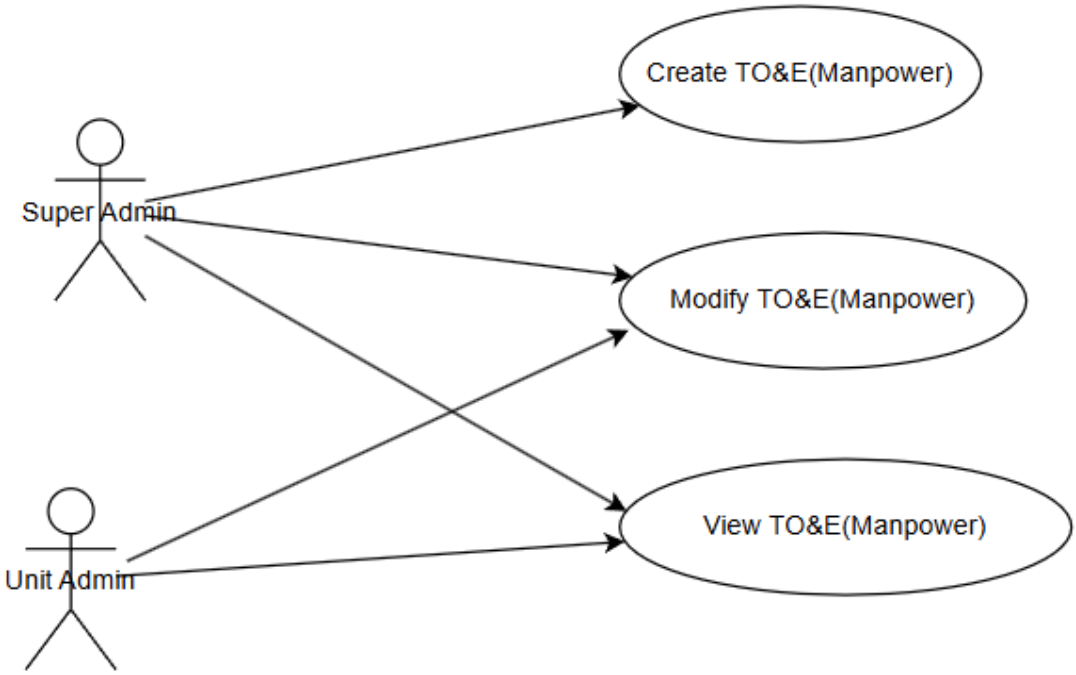
(Sub-Unit wise TO&E (Manpower) grid will also be available in Organogram).

- A corresponding role (based on appointment) will also be be created under 'Roles & Permissions'-> 'Roles' Menu (Users will have the login permission by default)

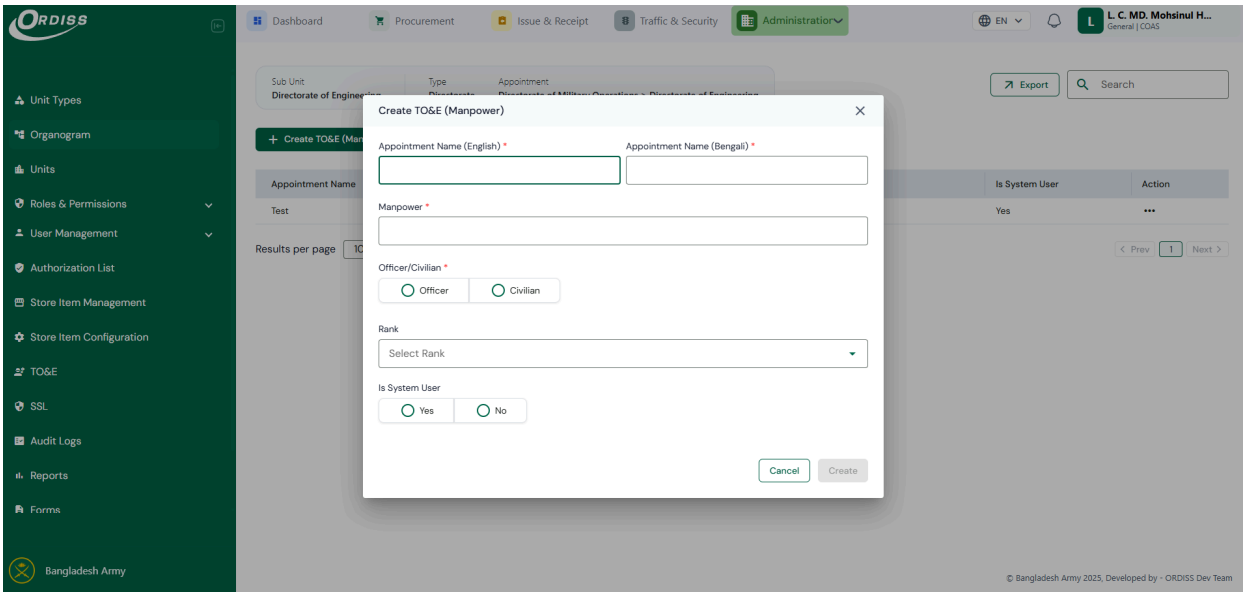
The following columns with corresponding data type will be considered while configuring the TO&E (Manpower)

Name	**Data Type**	**Is Mandatory**	**Description**	**Options**
Appointment Name (ENG & BAN)	Text (256)	Yes		
Manpower	Number	Yes		
Army/Civilian (ENG & BAN)	Option (Single Valued)	Yes		Army/Civilian
Rank (ENG & BAN)	Text (256)	No		
Is System User	Option (Single Valued)	Yes		Yes/No

3.3.2.3.1: Use case diagram of Create Manpower



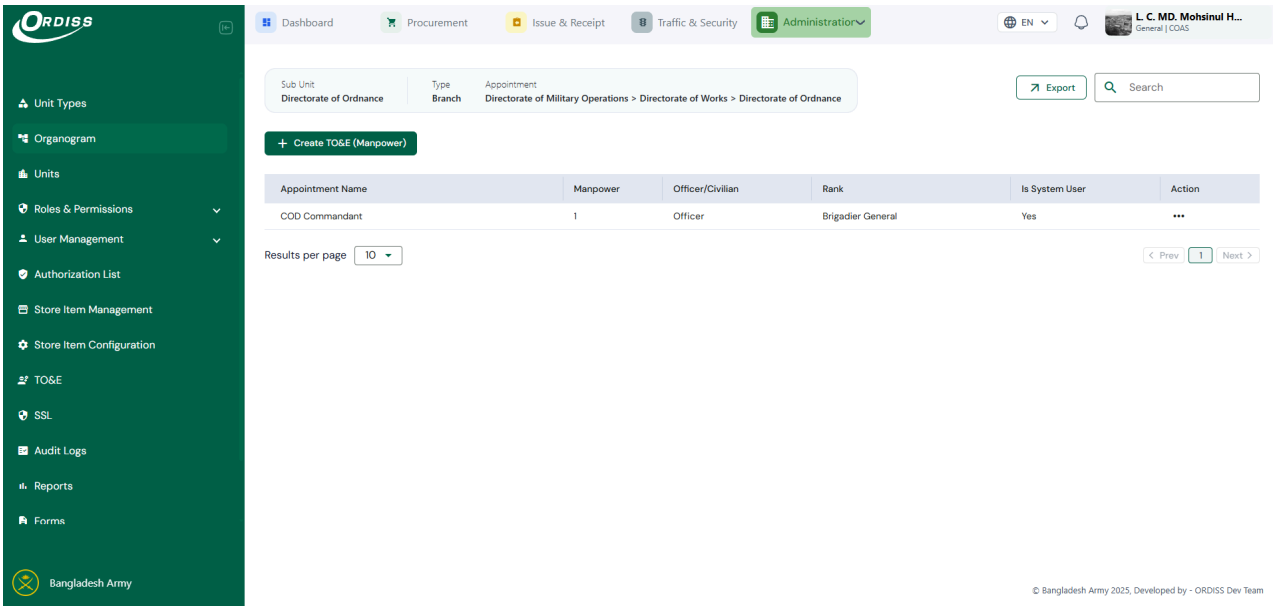
3.3.2.3.2: UI



3.3.2.4: View TO&E (Manpower) for 'Unit Type'

- **Use Case ID:** UC-007
- **Use Case Name:** View TO&E (Manpower)
- **Primary Actor:** Super Admin & Unit Admin
- **Description:** After creating the TO&E (Manpower), super admin will redirect to the TO&E (Manpower) list with a grid view.
  -Grid Columns: Appointment Name, Manpower, Officer/Civilian, Rank, Is System User & Action.
  -Action icon buttons: Edit & Delete.
  -On top of the grid: Corresponding Sub-Unit, Type & Appointment will show.
  -Search by Appointment Name.
  -At top: Sub-Unit Name, Sub-Unit Type, Appointment, Export & Search by name will be available.
  -At bottom of grid pagination.

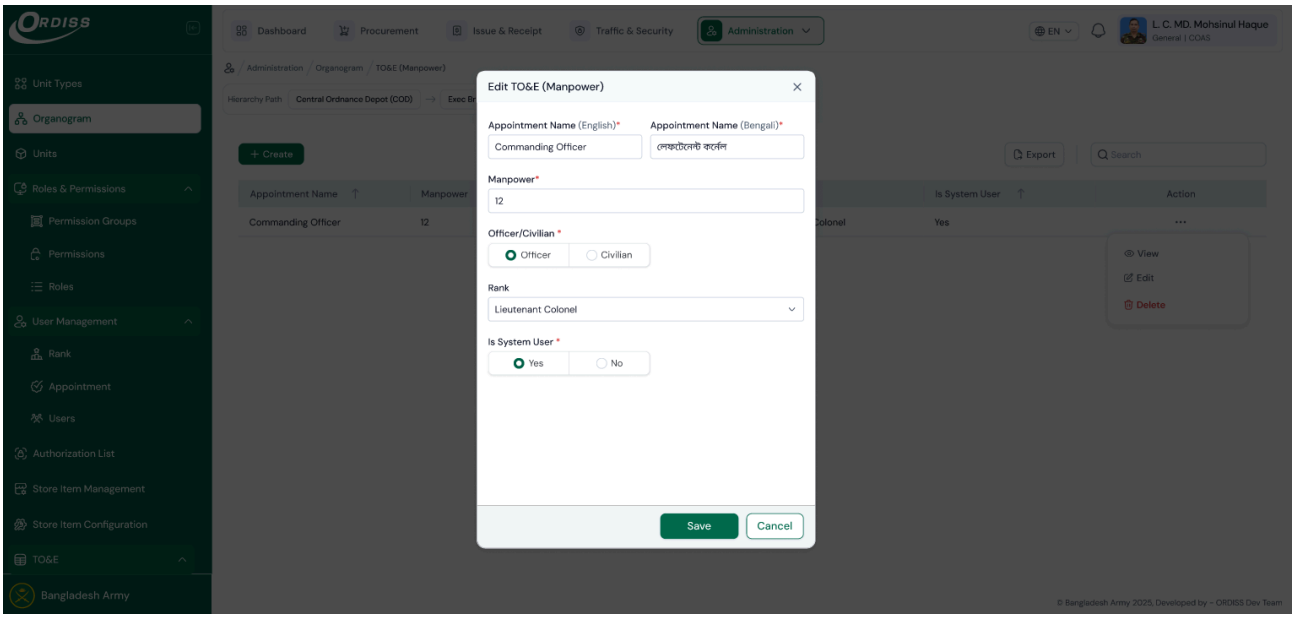
3.3.2.4.1: UI



3.3.2.4.1: Edit TO&E (Manpower) for 'Unit Type'

- **Use Case ID:** UC-007.1
- **Use Case Name:** Edit TO&E (Manpower)
- **Primary Actor:** Super Admin & Unit Admin
- **Description:** After creating the TO&E (Manpower), super admin may edit the TO&E (Manpower) list with a grid view.
  -Grid Columns: Appointment Name, Manpower, Officer/Civilian, Rank, Is System User & Action.
  -Action icon buttons: Save & Cancel.
  -On top of the grid: Hierarchy path
  -At bottom of grid pagination.

3.3.2.4.1.1: UI

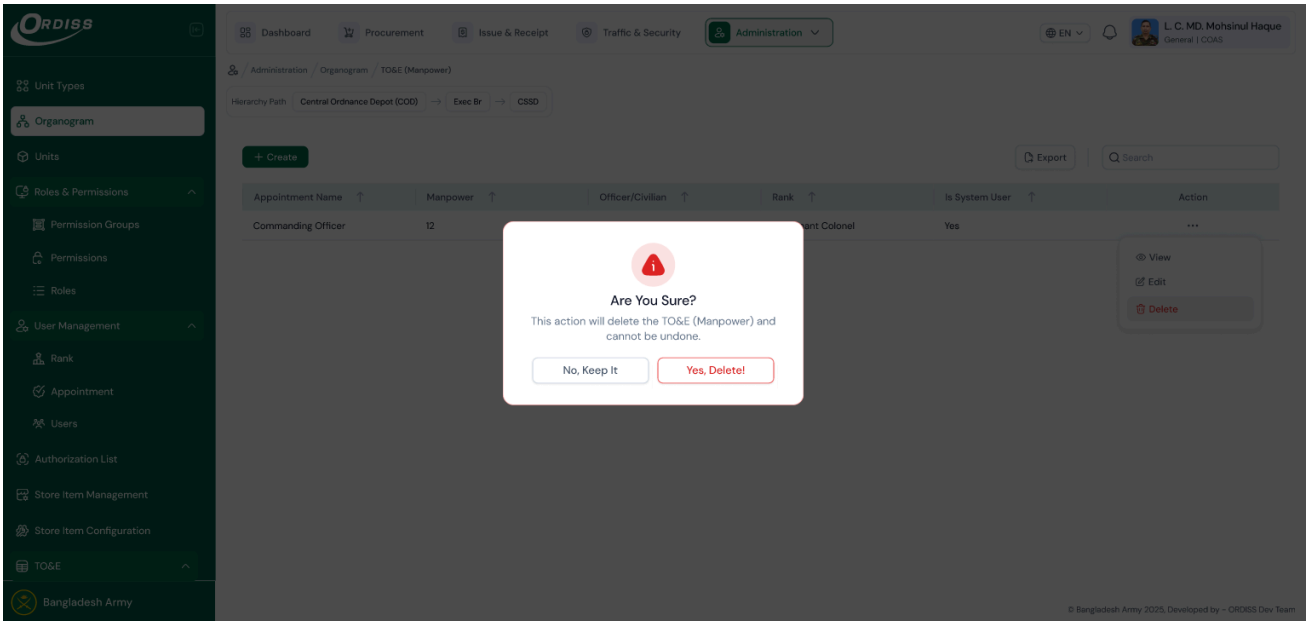


3.3.2.4.2: Delete TO&E (Manpower) for 'Unit Type'

- **Use Case ID:** UC-007.2
- **Use Case Name:** Delete TO&E (Manpower) for Unit Type
- **Primary Actor:** Super Admin & Unit Admin
- **Description:** After creating/editing the TO&E (Manpower) for Unit Type, super admin may Delete.

- TO&E (Manpower) for Unit Type is Deleteable anytime
- There will be a confirmation Button (Yes / No) while deletion.

3.3.2.4.2.1: UI



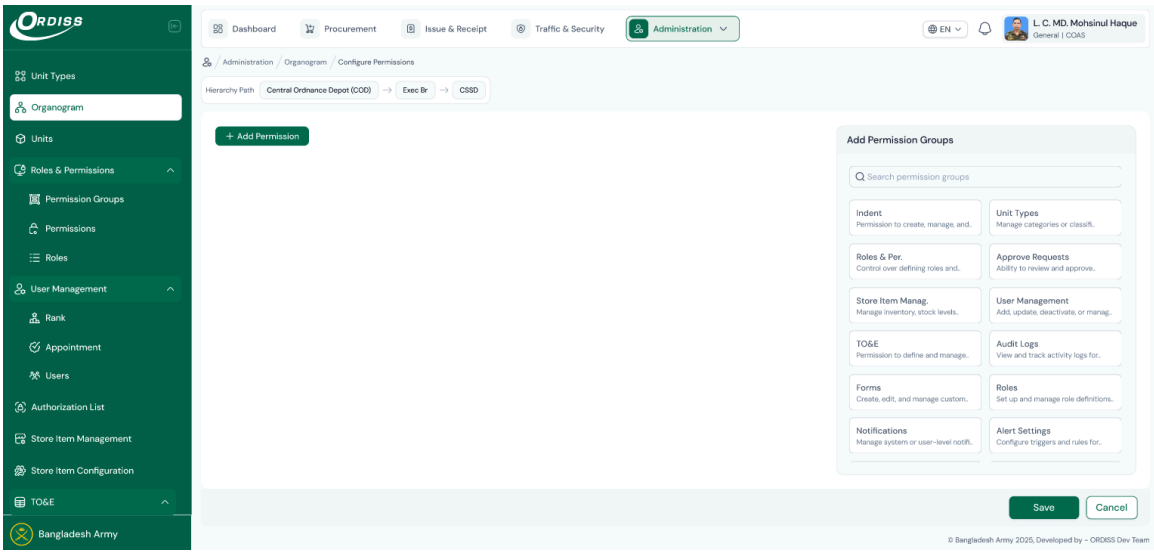
3.3.2.5: Configure Permissions

- **Use Case ID:** UC-008
- **Use Case Name:** Configure Permissions
- **Primary Actor:** Super Admin & Unit Admin
- **Description:** After the node is defined, permission needs to be configured at this stage. There will be a different permission group (with all seeded available permissions) where the super admin will select the desired permission group and based on the selection corresponding permission will be available for that node. Details description is given below:

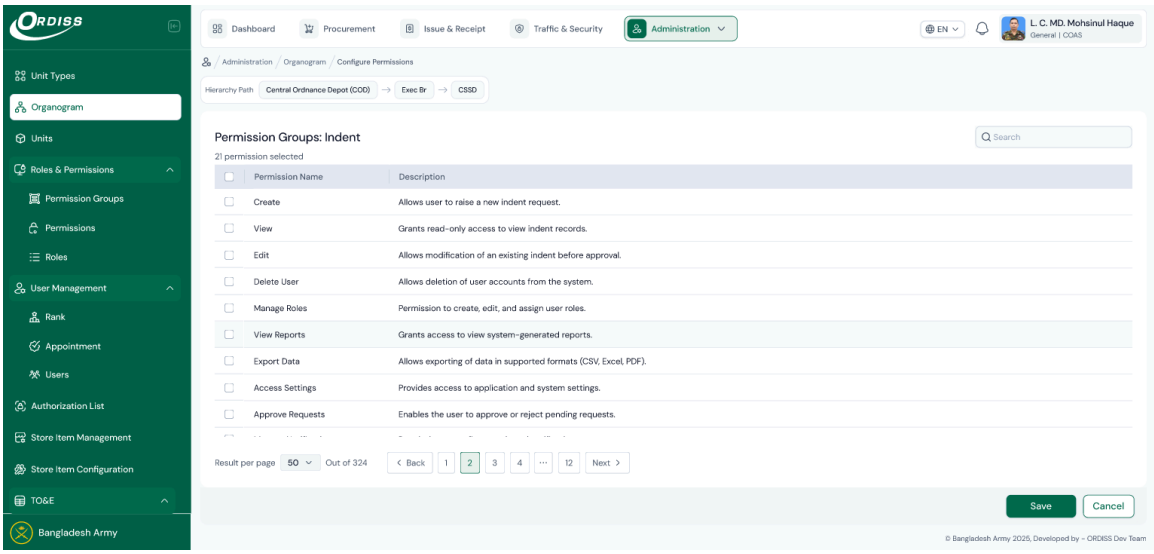
    - Show hierarchy path at top
    - Show available permission groups at right side of the page
    - A Grid permissions with left column for selection. Grid Column: Permission Name & Details

- Bottom of Grid: Result per page & pagination with Save & Cancel button.

Consider the following diagram to configure the permissions.

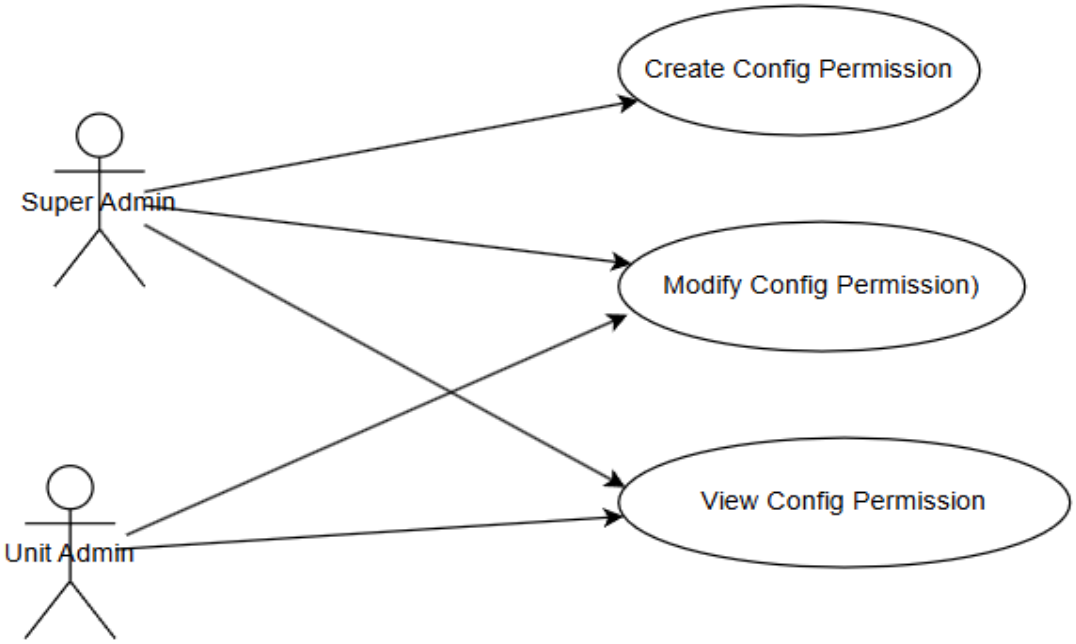


At top: hierarchy path & Admin have to select the permission groups first and based on selection a corresponding grid permission will be available to assign against node.



Here, Admin may uncheck the given permission. It is possible to search by permission name and description.

3.3.2.4.1: Use case diagram of Configure Permissions



3.3.2.5: Configure Store Items

- **Use Case ID:** UC-008
- **Use Case Name:** Configure Store Items
- **Primary Actor:** Super Admin & Unit Admin
- **Description:** This section defines which store items can be configured for that particular node. Here, all the store items will be available initially. Items will be stored as Category, Vocab & Group wise.
  Details description is given below:

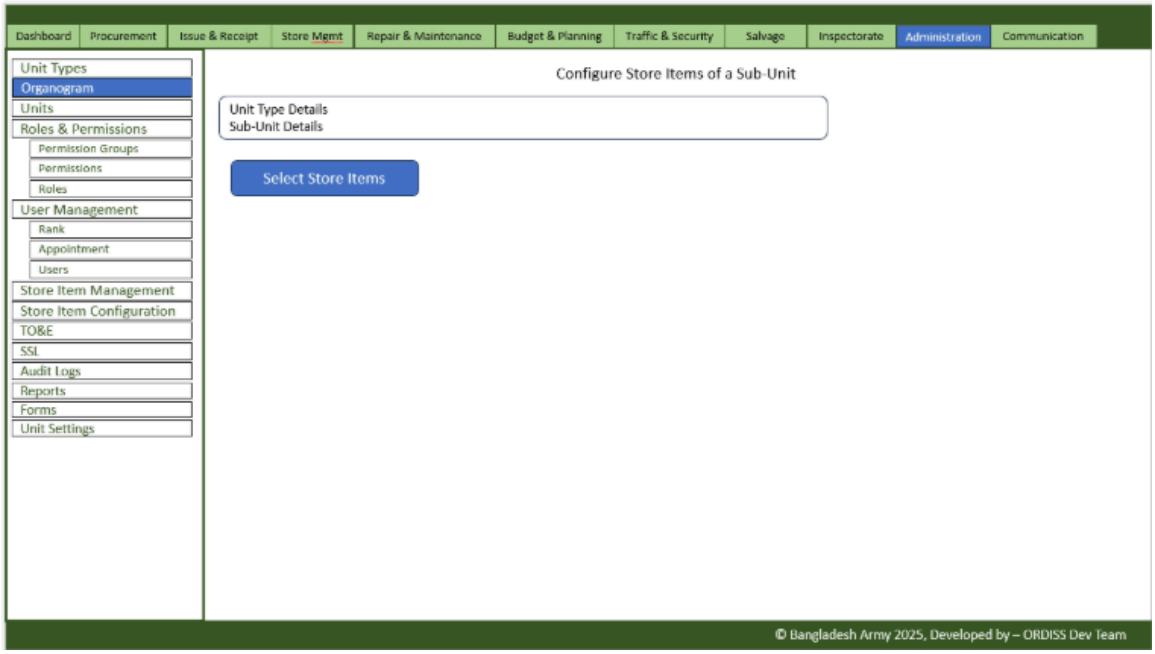
  - At initial, Admin have to select store items
  - Show Unit Type & Sub-Unit details in landing page
  - At top, show filtered by: Category, Vocab, Group. Search by: Nomenclature, Catpart to select store items.
  - A Grid to show selected store items. Grid Columns: Item selection, Vocab, Group, Catpart, Nomenclature, A/U
  - Bottom of Grid: Add & Cancel button.
  - After selected sore items:
    - At top: Remove all buttons; Filtered by: Category, Vocab, Group. Search by: Nomenclature, Catpart
  - A Grid to show selected store items. Grid Columns: Item selection, Vocab, Group, Catpart, Nomenclature, A/U; Action: Remove.

- Bottom of Grid: Save & Cancel button.

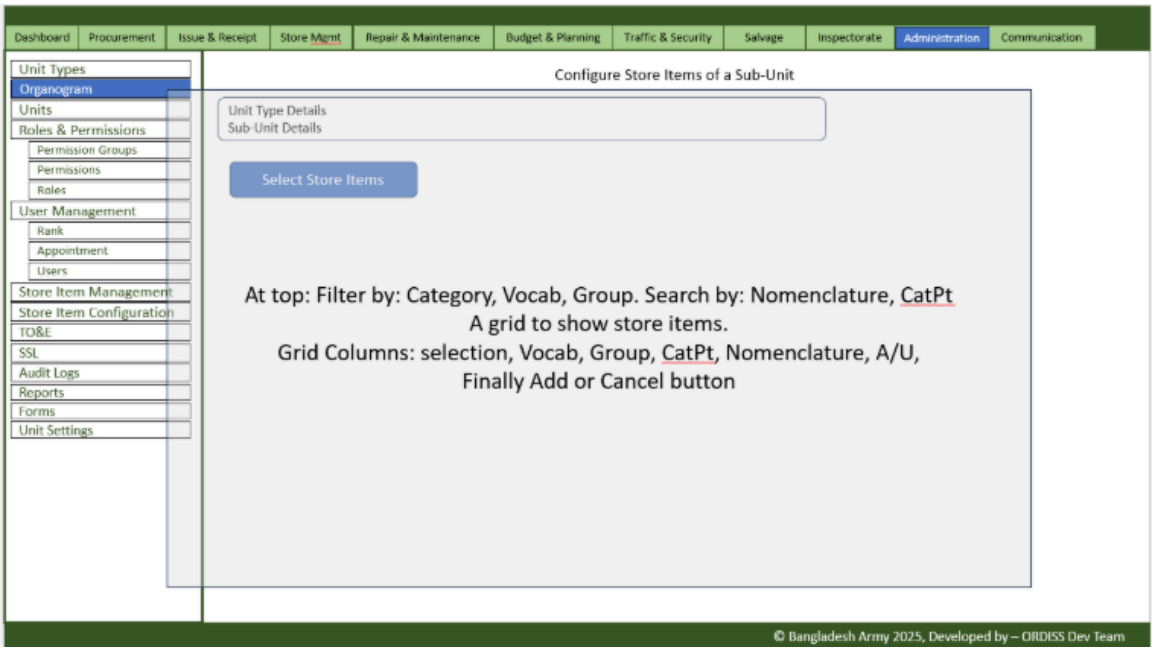
The following columns with corresponding data type will be considered while configuring the store items.

Name	Data Type	Is Mandatory	Description	Options
Item Name (ENG & BAN)	Text (256)	Yes		
Vocab (ENG & BAN)	Varchar(128)	Yes		
Group (ENG & BAN)	Varchar(128)	Yes		
Catpart (ENG & BAN)	Varchar(128)	Yes		
Nomenclature (ENG & BAN)	Text (256)	Yes	Items name	
A/U (ENG & BAN)	Varchar(128)	No	Items UOM	

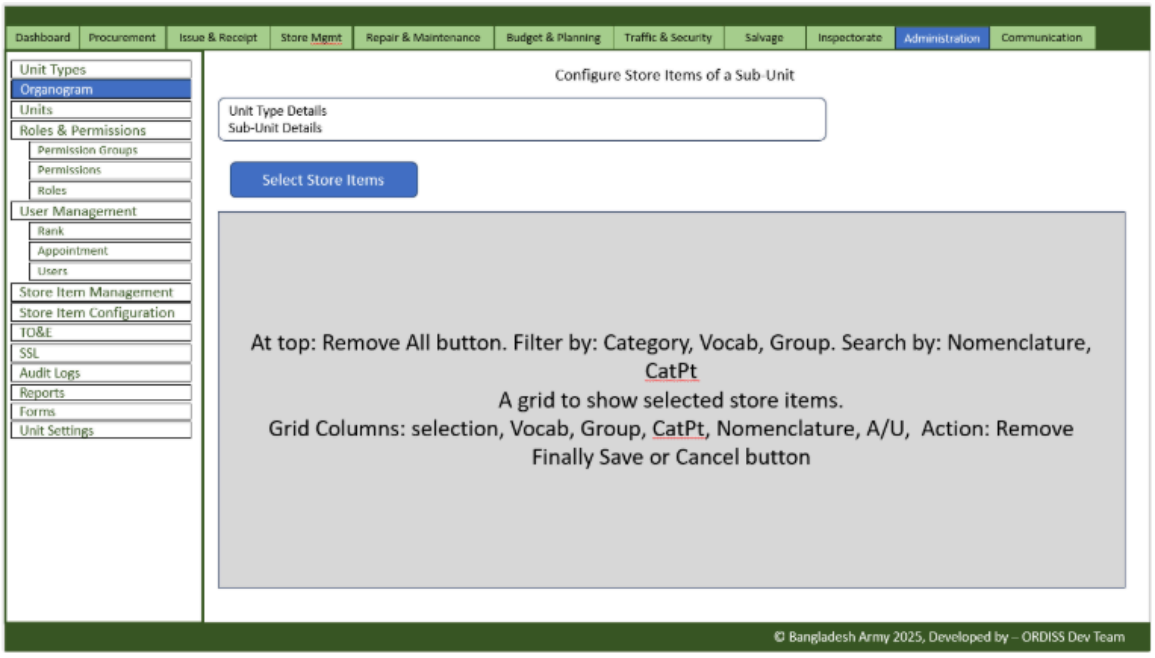
3.3.2.5.1: Configure Store Items Diagram



Initially Unit Type & Sub Unit details will be available. Admin has to click 'Select Store Items' button first to start item configuration.

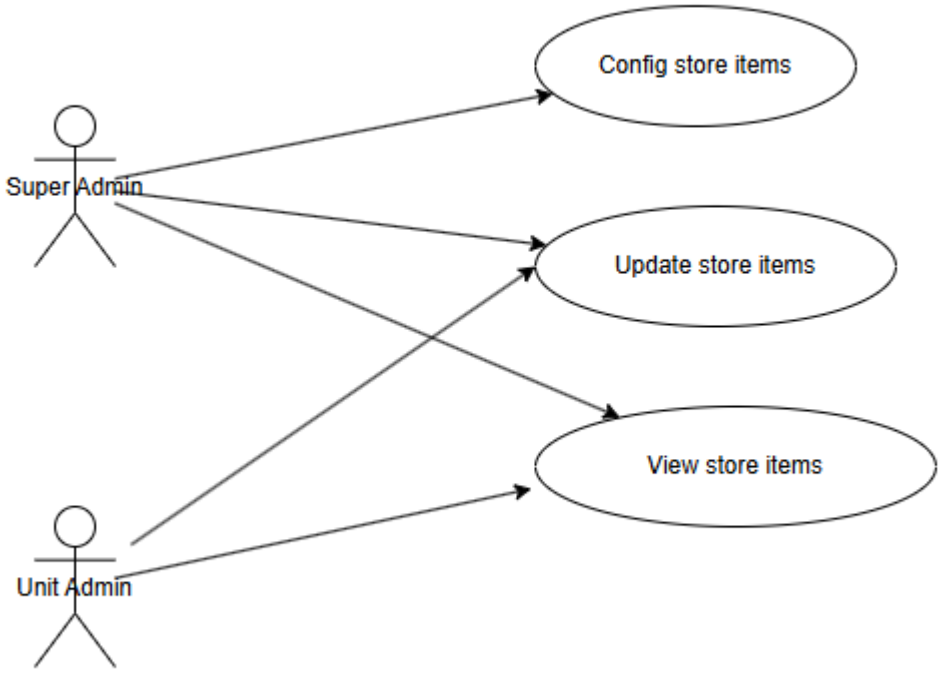


After that, a Modal will appear with items category, vocab and group. Admin can select item by searching with Items name, catpart.



In this section Admin can select/unselect items to configure. All the selected items will show in the grid. Save and Cancel button will also be visible for Admin to make a decision.

3.3.2.5.2: Use case diagram of Configure Store Items



3.3.2.6: Configure Receive Store Items

- **Use Case ID:** UC-009
- **Use Case Name:** Configure Receive Items
- **Primary Actor:** Super Admin & Unit Admin
- **Description:** This section defines which receive items can be configured for that particular node. Here, all the store items will be available initially. Items will be stored as Category, Vocab & Group wise.
  Details description is given below:

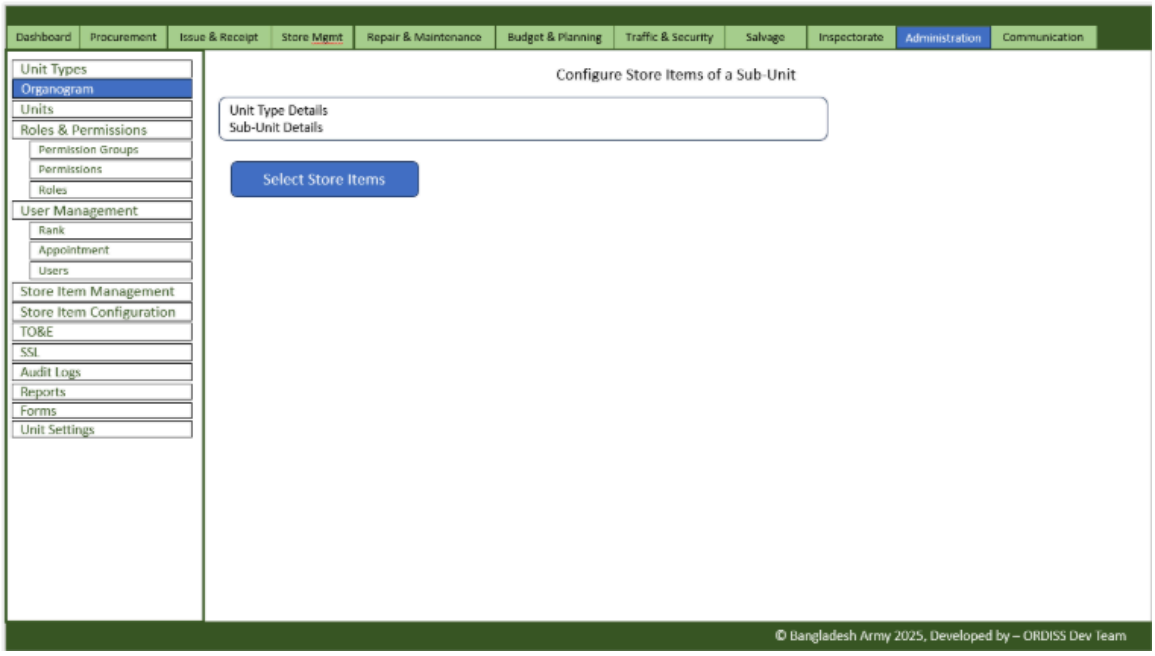
  - At initial, Admin have to select store items
  - Show Unit Type & Sub-Unit details in landing page
  - At top, show filtered by: Category, Vocab, Group. Search by: Nomenclature, Catpart to select store items.
  - A Grid to show selected store items. Grid Columns: Item selection, Vocab, Group, Catpart, Nomenclature, A/U
  - Bottom of Grid: Add & Cancel button.
  - After selected sore items:
    - At top: Remove all buttons; Filtered by: Category, Vocab, Group. Search by: Nomenclature, Catpart

- A Grid to show selected store items. Grid Columns: Item selection, Vocab, Group, Catpart, Nomenclature, A/U; Action: Remove.
- Bottom of Grid: Save & Cancel button.

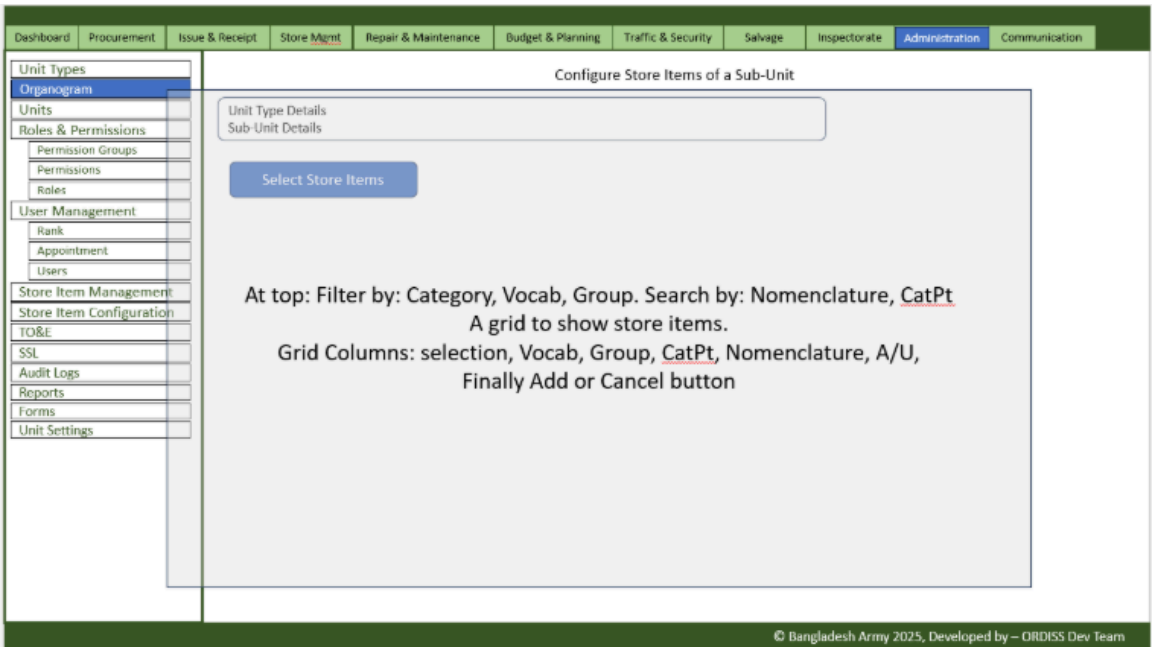
The following columns with corresponding data type will be considered while configuring the receive items.

Name	**Data Type**	**Is Mandatory**	**Description**	**Options**
Item Name (ENG & BAN)	Text (256)	Yes		
Vocab (ENG & BAN)	Varchar(128)	Yes		
Group (ENG & BAN)	Varchar(128)	Yes		
Catpart (ENG & BAN)	Varchar(128)	Yes		
Nomenclature (ENG & BAN)	Text (256)	Yes	Items name	
A/U (ENG & BAN)	Varchar(128)	No	Items UOM	

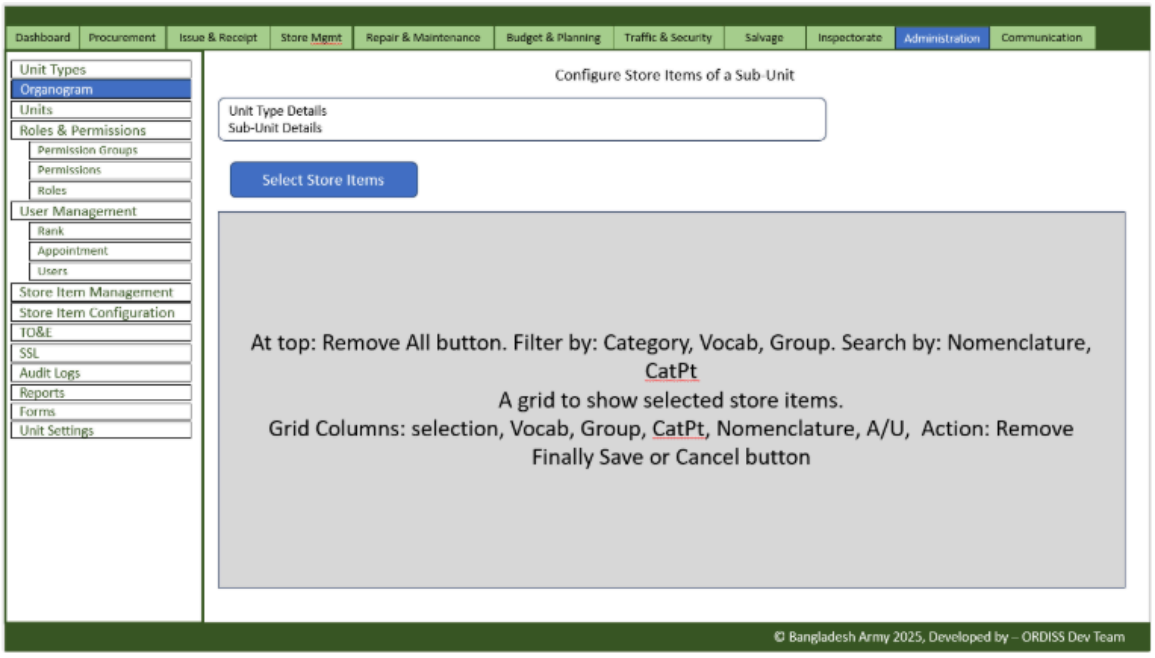
3.3.2.6.1: Configure Receive Items Diagram



Initially Unit Type & Sub Unit details will be available. Admin has to click the 'Select Store Items' button first to start item configuration.

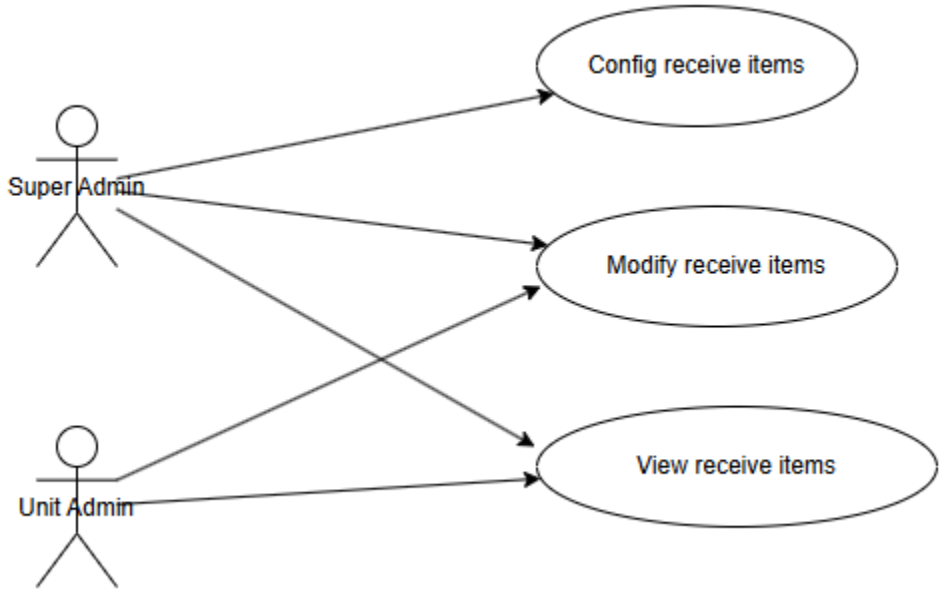


After that, a Modal will appear with items category, vocab and group. Admin can select item by searching with Items name, catpart.



In this section Admin can select/unselect items to configure. All the selected items will show in the grid. Save and Cancel button will also be visible for Admin to make a decision.

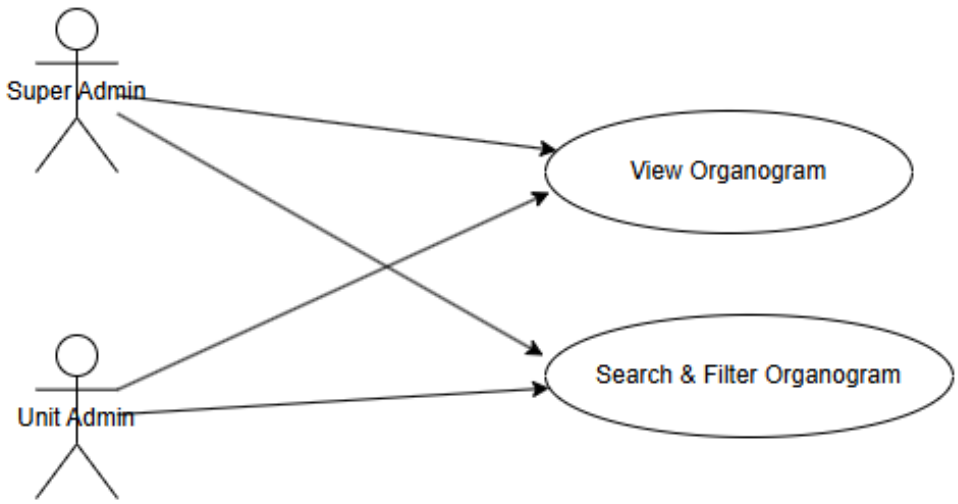
3.3.2.6.2: Use case diagram of Configure Receive Items



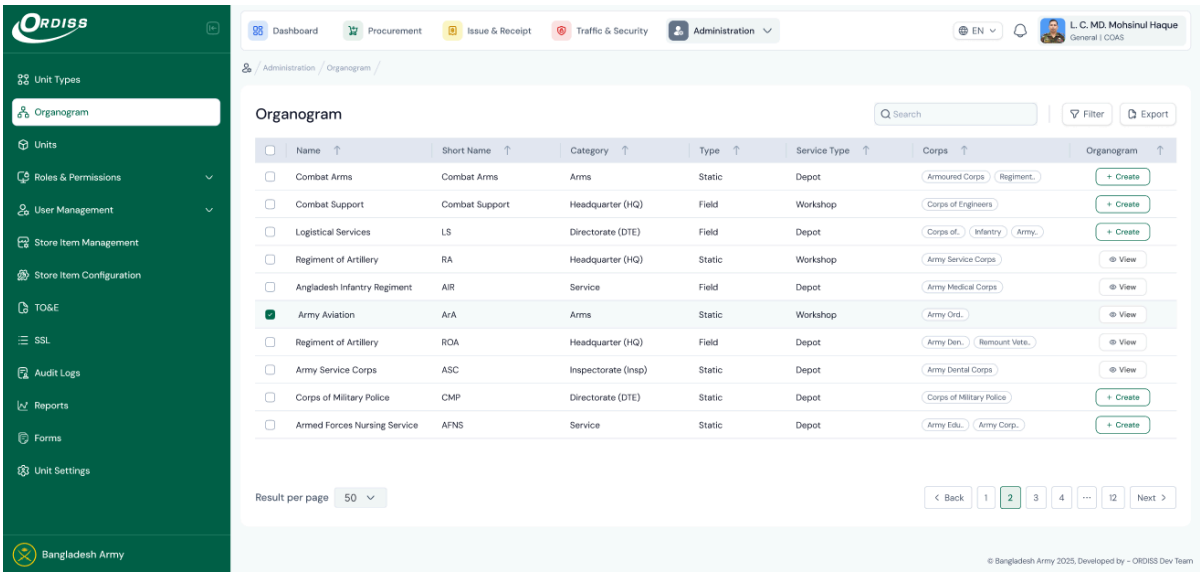
3.3.3 Organogram

- **Use CaseID:** UC-010
- **Use Case Name:** View Organogram as grid
- **Primary Actor:** Super Admin & Unit Admin
- **Description:** After creating the Organogram, super admin & unit admin will redirect to the Organogram list with a grid view.
  -Grid Columns: Name, Short Name, Category, Type, Service Type, Corps & Action.
  -Action icon buttons: Create & View Organogram.
  -On top grid filter options: Category, Type, Service Type, Corps. On top of grid search by name.
  - If HQ is defined once, it won't be editable and the user only can view.
  -It is possible to import Organogram via excel import.
  -At bottom of grid pagination.
  -Unit admin may view or filter added headquarters.

3.3.3.1 Use case diagram of Organogram List



3.3.3.2 UI



3.3.4 Add Head Quarter

- **Use CaseID:** UC-011
- **Use Case Name:** Add Head Quarter

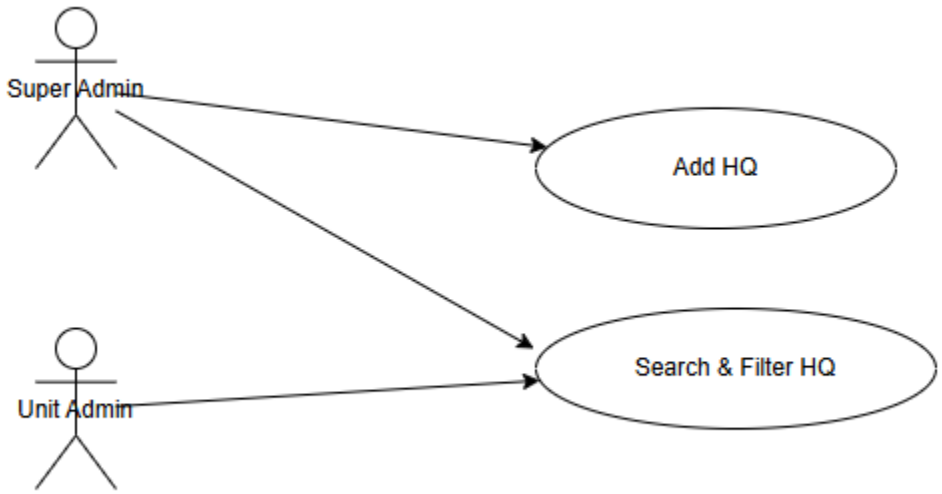
- **Primary Actor:** Super Admin
- **Description:** After clicking on 'Create' button, super admin will redirect to a new page to add headquarter. Initially the page will be blank and if he clicks on the 'Add Headquarter' button, a modal will be available to add HQ.
    - At top of the grid, Unit type, Category, Service type & Type will be displayed.
    - Create HQ grid: Name (EN & BN), Description (EN & BN), Type, Checkbox: Can Store/Receive/Control Items
    - Here, the unit admin may view or filter added headquarters.

The following columns with corresponding data type will be considered while creating HQ.

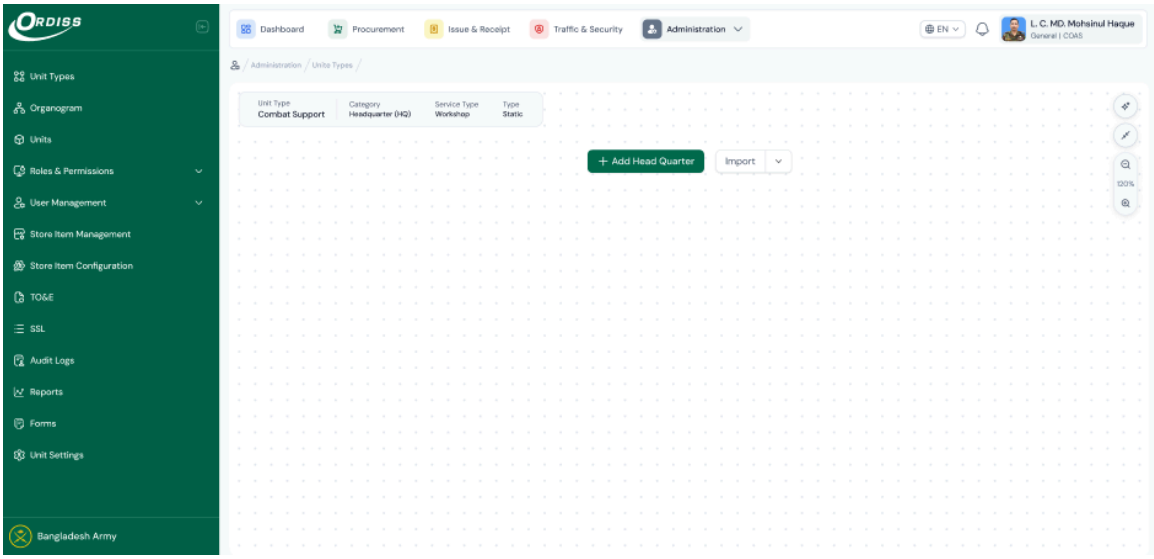
Name	**Data Type**	**Is Mandatory**	**Description**	**Options**
Name (ENG & BAN)	Text (256)	Yes		
Description (ENG & BAN)	Text (512)	No		
Type	Option (Single Valued)	Yes		Head Quarter (HQ), Sub-Depot (SD), Branch (Br), Directorate (Dte), Group (Gp), Cell, Section (Sec), Division (Div), Brigade (Bde), Battalion (Bn), Regiment (Regt), Company (Coy), Platoon (Pl), Squadron (Sqn), Troops (Tps), Battery (Bty)
Can Store Items	Checkbox	No		
Can Store Items	Checkbox	No		

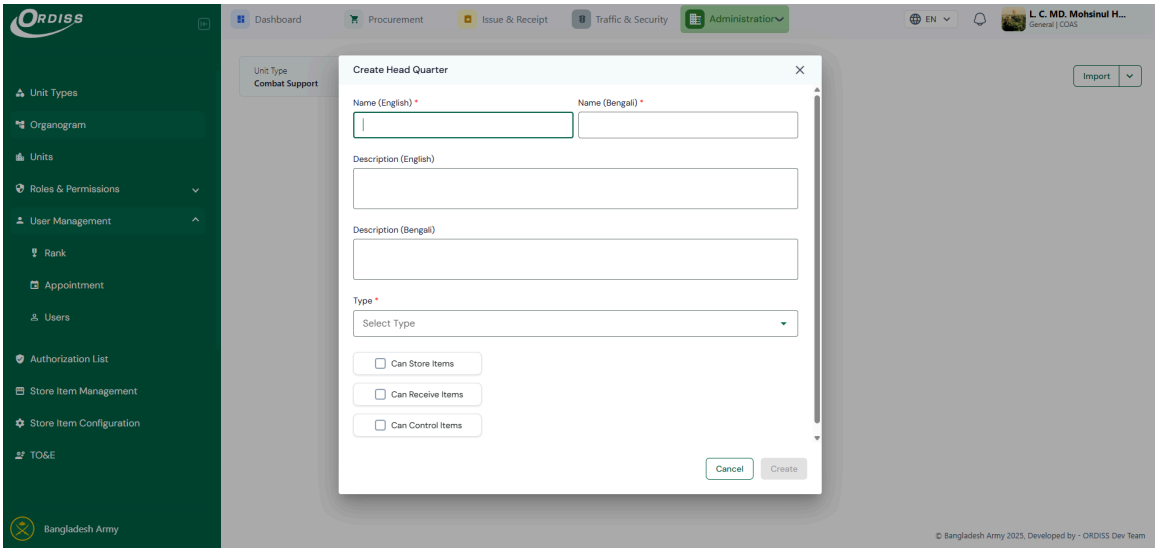
Can Control Items	Checkbox	No		

3.3.4.1: Use case diagram



3.3.4.2: UI





3.3.5 Create Node (Sub-Unit)

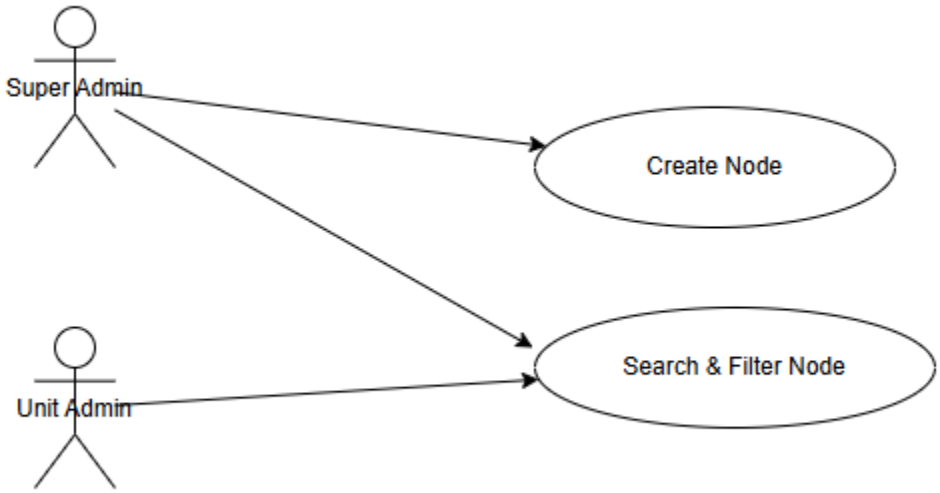
- **Use Case ID:** UC-012
- **Use Case Name:** Create Node (Sub-Unit)
- **Primary Actor:** Super Admin
- **Description:** After clicking on selected HQ, super admin will find '+' icon. Clicked on it, a modal will open to add a node. Table structure is given below:
    - Super admin can remove specific Node along with all Children.
    - At top of the grid, Unit type, Category, Service type & Type will be displayed.
    - At the bottom of the grid, Create & Cancel button will be displayed.

The following columns with corresponding data type will be considered while creating a node.

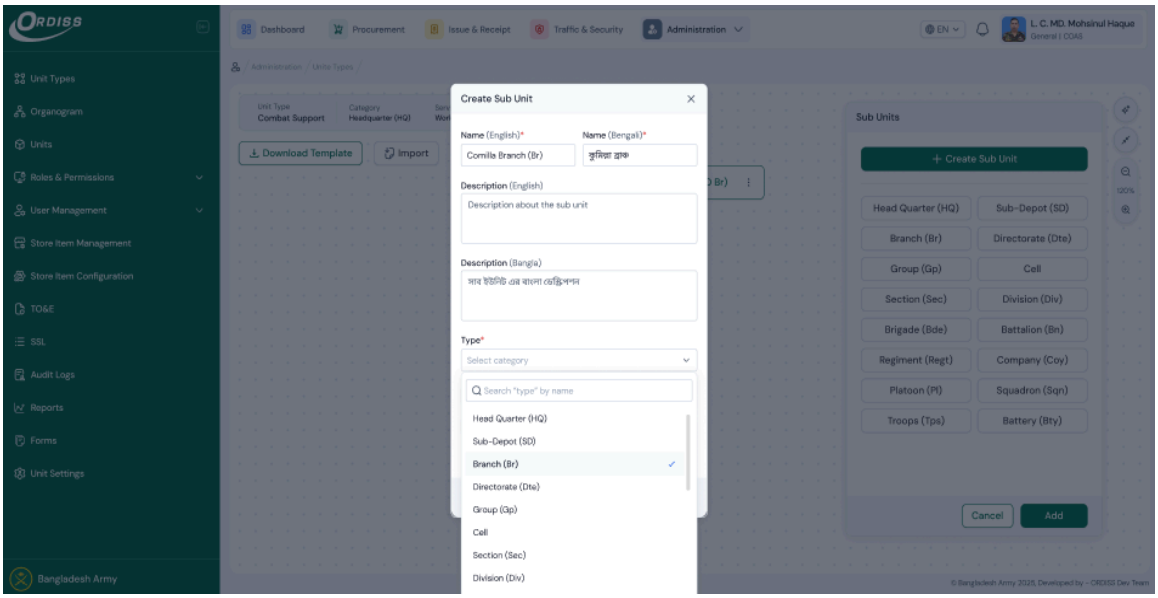
Name	Data Type	Is Mandatory	Description	Options
Name (ENG & BAN)	Text (256)	Yes		
Description (ENG & BAN)	Text (512)	No		
Type	Option (Single Valued)	Yes		Head Quarter (HQ), Sub-Depot (SD), Branch (Br), Directorate (Dte), Group (Gp), Cell, Section (Sec), Division (Div),

				Brigade (Bde), Battalion (Bn), Regiment (Regt), Company (Coy), Platoon (Pl), Squadron (Sqn), Troops (Tps), Battery (Bty)
Can Store Items	Checkbox	No		
Can Store Items	Checkbox	No		
Can Control Items	Checkbox	No		

3.3.5.1: Use case diagram of Create Node



3.3.5.2: UI


ORDISS
Dashboard
Procurement
Issue & Receipt
Traffic & Security
Administration
L. C. MD. Mohsinul Haque
General | COAS
Unit Types
Organogram
Units
Roles & Permissions
User Management
Store Item Management
Store Item Configuration
TO&E
SSL
Audit Logs
Reports
Forms
Unit Settings
Bangladesh Army
Administration / Units Types
Unit Type
Combat Support
Category
Headquarter (HQ)
Download Template
Import
Create Sub Unit
Name (English)*
Comilla Branch (Br)
Name (Bengali)*
কুমিল্লা ব্রাঞ্চ
Description (English)
Description about the sub unit
Description (Bangla)
সাব ইউনিট এর বাংলা ডেস্ক্রিপশন
Type*
Select category
Search "type" by name
Head Quarter (HQ)
Sub-Depot (SD)
Branch (Br)
Directorate (Dte)
Group (Gp)
Cell
Section (Sec)
Division (Div)
Sub Units
+ Create Sub Unit
Head Quarter (HQ)
Sub-Depot (SD)
Branch (Br)
Directorate (Dte)
Group (Gp)
Cell
Section (Sec)
Division (Div)
Brigade (Bde)
Battalion (Bn)
Regiment (Regt)
Company (Coy)
Platoon (Pl)
Squadron (Sqn)
Troops (Tps)
Battery (Bty)
Cancel
Add
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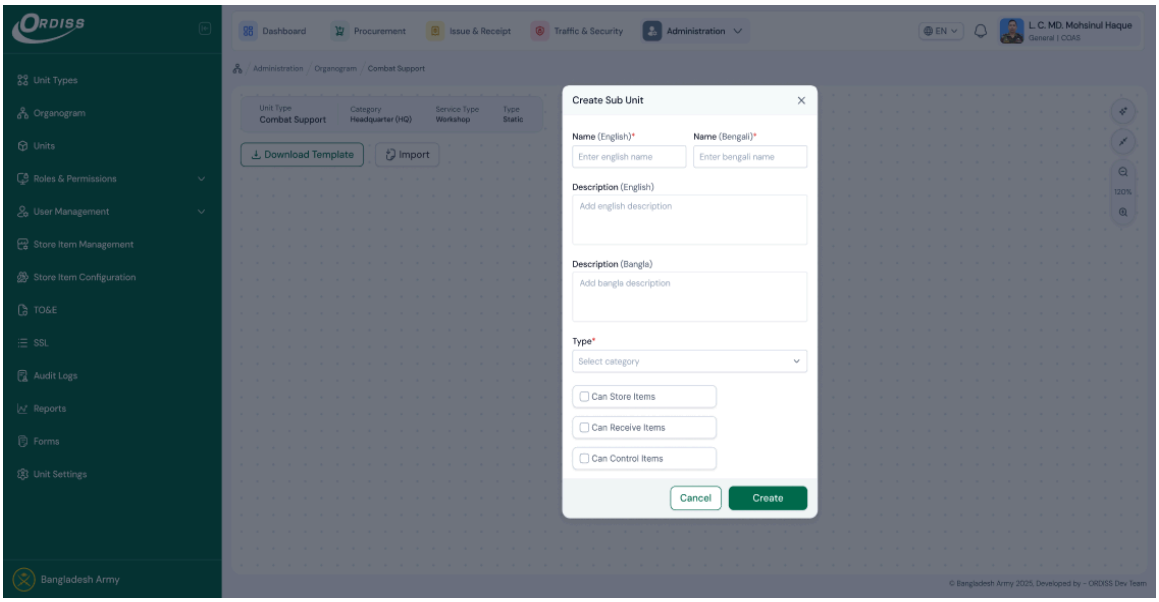
ORDISS
Dashboard
Procurement
Issue & Receipt
Traffic & Security
Administration
L. C. MD. Mohsinul Haque
General | COAS
Unit Types
Organogram
Units
Roles & Permissions
User Management
Store Item Management
Store Item Configuration
TO&E
SSL
Audit Logs
Reports
Forms
Unit Settings
Bangladesh Army
Administration / Organogram / Combat Support
Unit Type
Combat Support
Category
Headquarter (HQ)
Service Type
Workshop
Type
Static
Download Template
Import
Create Sub Unit
Name (English)*
Enter english name
Name (Bengali)*
Enter bengali name
Description (English)
Add english description
Description (Bangla)
Add bangla description
Type*
Select category
Can Store Items
Can Receive Items
Can Control Items
Cancel
Create
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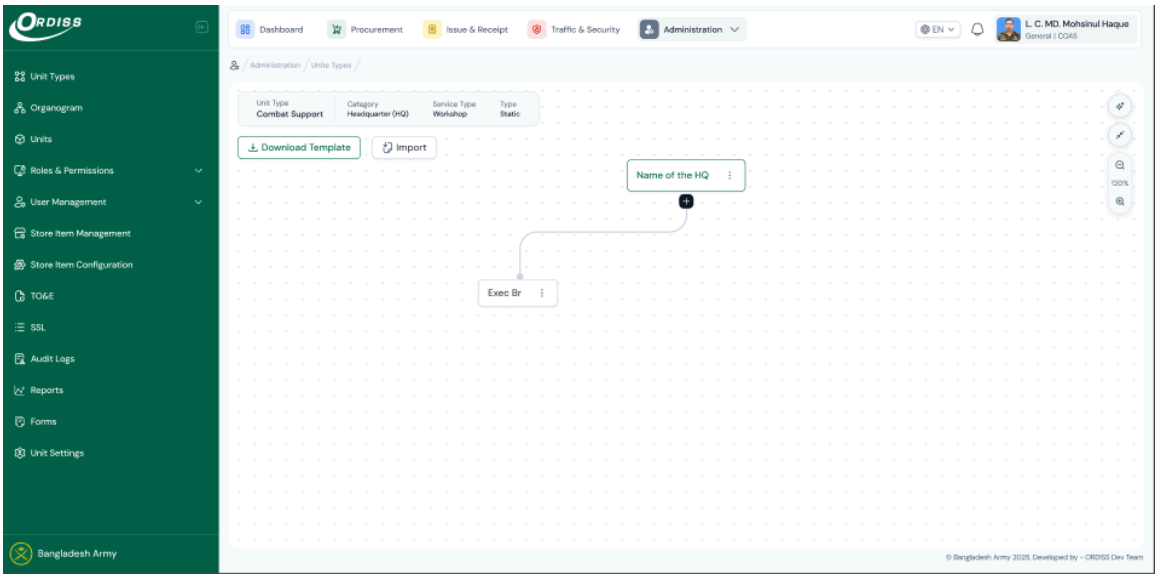
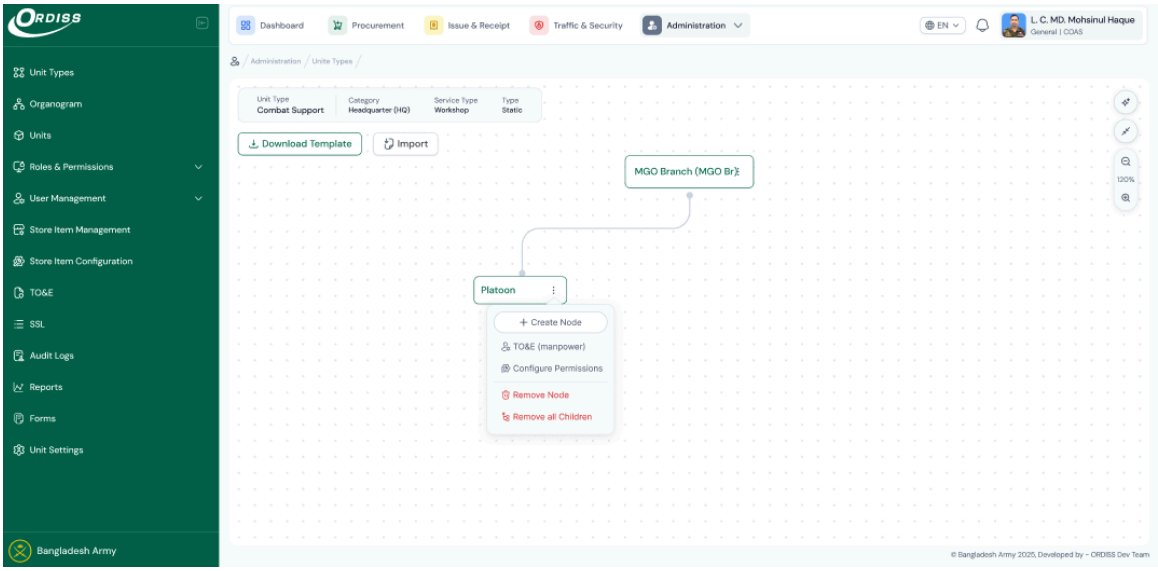
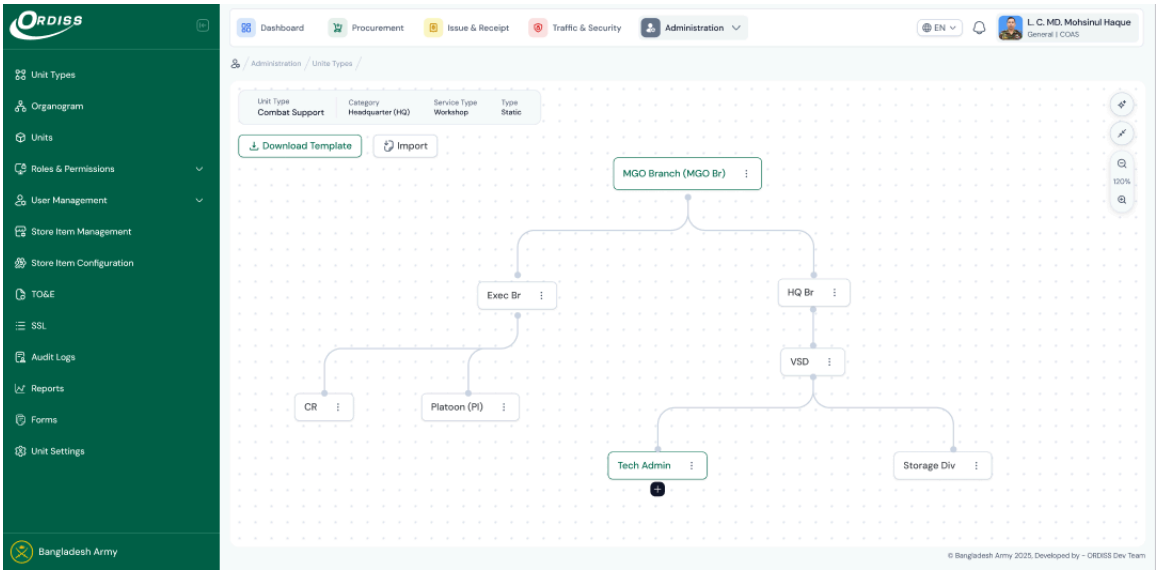




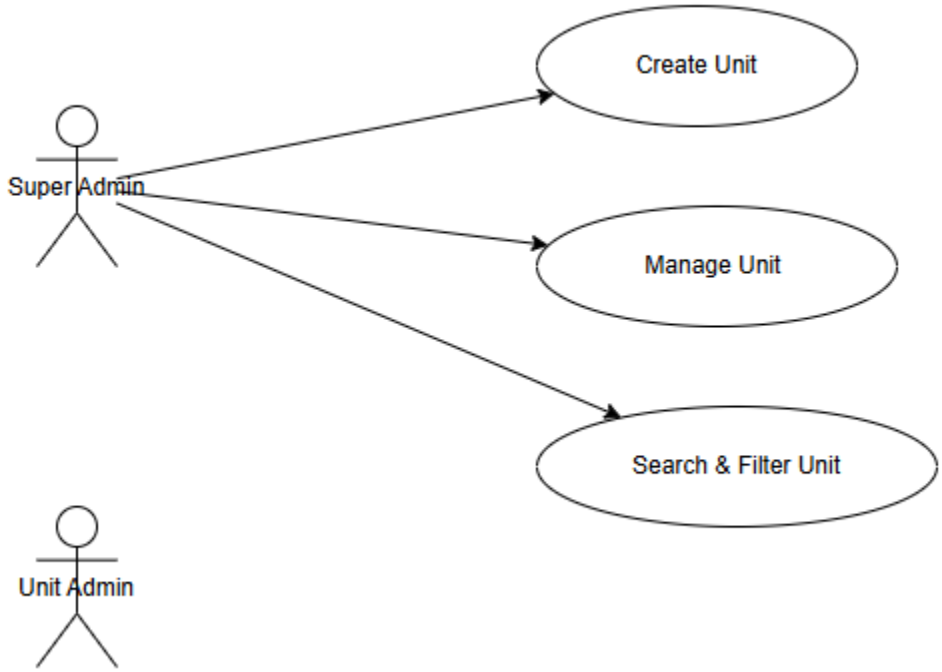
3.3.6 Create Child of Sub-Unit

- **Use Case ID:** UC-013
- **Use Case Name:** Create child of Sub-Unit
- **Primary Actor:** Super Admin
- **Description:** After clicking on any node (sub-unit), the super admin will find a 'Sub-Units' modal. Admin have to fill the form and click on the 'Create' button to add a child. After adding, a new child sub-unit will be visible under the parent sub-unit. Admin may add more child sub-units similarly.
    - Super admin can remove specific nodes along with all children.
    - At top of the grid, Unit type, Category, Service type & Type will be displayed.

3.3.6.1: UI



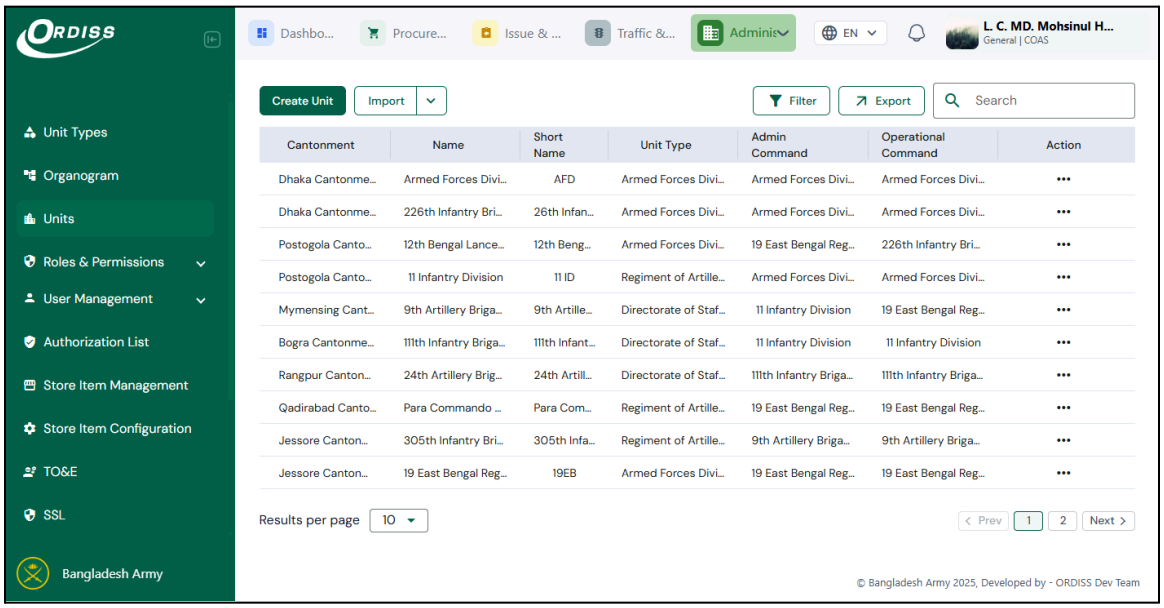
3.4: Use case diagram of 'Units' module



3.4.1: 'Units' Landing Page

- **Use Case ID:** UC-014
- **Use Case Name:** 'Units' landing page
- **Primary Actor:** Super Admin
- **Description:** After login & clicked on 'Units' menu, super admin will redirect to 'Units' landing page. Initially there will be no data and Admin have to create a 'Unit'.

-’Unit Admin’ won’t get the ‘Units’ menu.
-It is possible to excel import the Units.



3.4.1.1: UI

3.4.2 Create ‘Units’

- **Use Case ID:** UC-015
- **Use Case Name:** Create ‘Units’
- **Primary Actor:** Super Admin
- **Description:** After clicking on ‘Create Units’ super admin will find the modal to create ‘Units’ with the following table (field names & details).
    - While creating ‘Units’ admin have to select ‘Unit Types’. After selecting desired ‘Unit Types’ the corresponding data from ‘Unit Types’ with linked ‘Organogram’ will be copied for that Unit which includes: TO&E (Manpower), Roles & Permissions, Store items, Receive items etc. The created Unit will operate based on this configuration.
    - Admin will create a 'Unit' based on 'Admin Command' & 'Operational Command' and for most cases, 'Admin Command' & 'Operational Command' will be the same.
    - Bottom of Modal: Create & Cancel button.

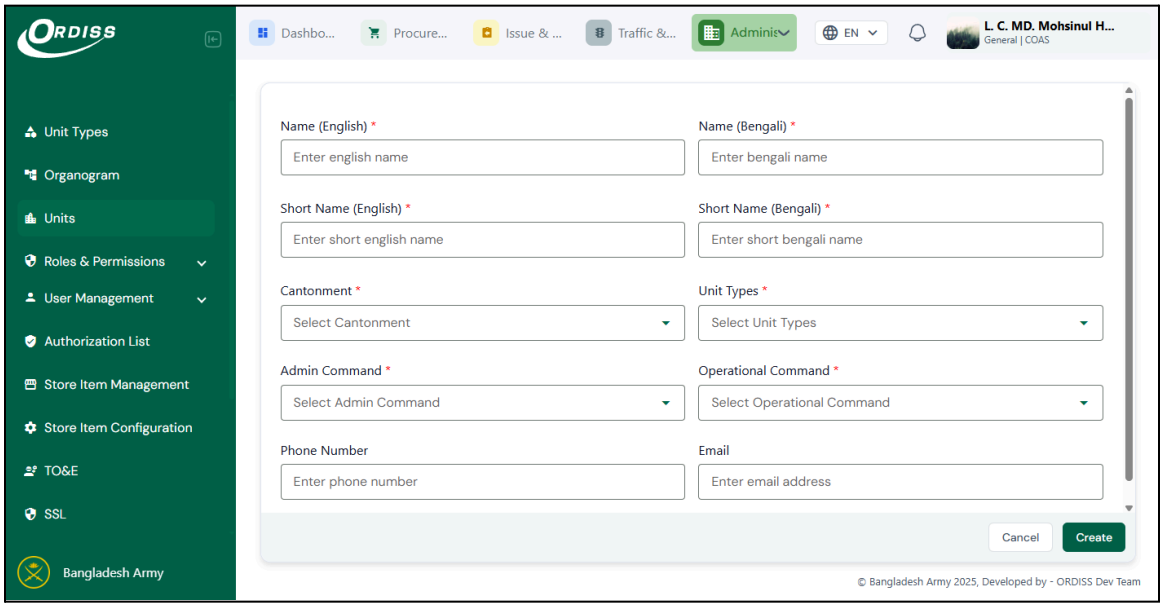
<u>Post Action:</u>

- After creating a ‘Unit’ (based on ‘Unit Type’) all the access of ‘Unit Type’ will be inherited for that ‘Unit’.
- If the Unit Admin logged into the System, he will find the Unit details in Organogram.
- Unit Admin will now create a user (User management-> users-> Create) and select the Appointment. In this way, this user will assign for those unit.

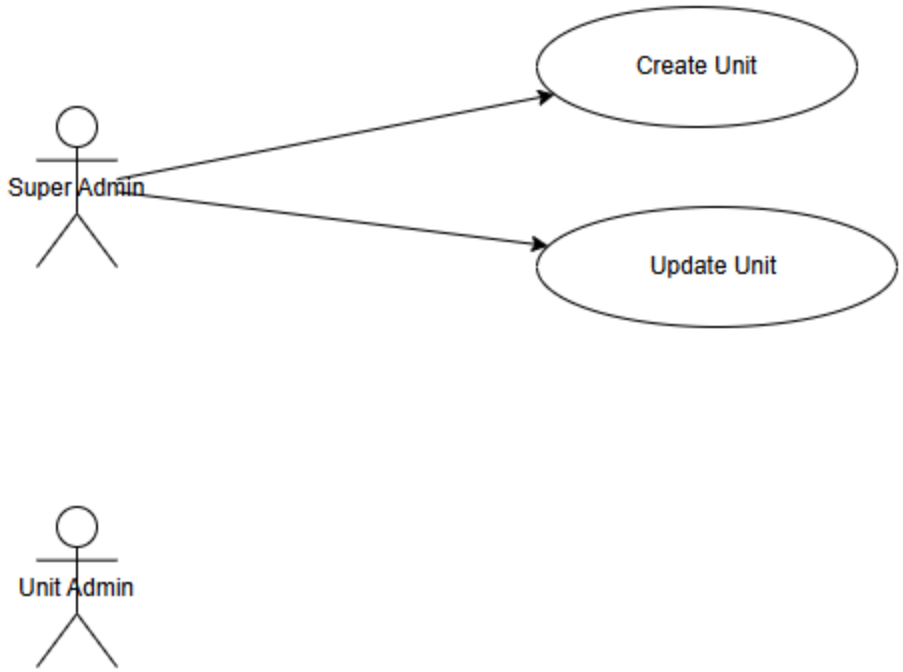
The following field names with corresponding data type will be considered while creating a 'Unit'.

Field Name	**Data Type**	**Is Mandatory**	**Description**	**Options**
Unit Name (ENG & BAN)	Text (256)	Yes	Name of the unit type	
Short Name (EN & BAN)	Text (128)	Yes		
Cantonment	Option (Single Valued)	Yes		Dhaka Cantonment, Mirpur Cantonment, Postogola Cantonment, Savar Cantonment, Mymensing Cantonment, Ghatail Cantonment, Rajendrapur Cantonment, Bogra Cantonment, Jahangirabad Cantonment, Rangpur Cantonment, Sayedpur Cantonment, Kholahati Cantonment, Qadirabad Cantonment, Rajshahi Cantonment, Jessore Cantonment, Jahanabad Cantonment, Comilla Cantonment, Jalalabad Cantonment, Chittagong Cantonment, Bandarban Cantonment, Khagrachhari Cantonment, Rangamati Cantonment, Dighinala Cantonment, Kaptai Cantonment,

				Alikadam Cantonment, Ramu Cantonment
Unit Type	Option (Single Valued)	Yes	All 'Unit Types' will be available here	
Admin Command	Dropdown	Yes	All available 'Units'	
Operational Command	Dropdown	Yes	All available 'Units'	
Phone	Int (11)	No	Only allow BD's phone number format	
Email	Varchar (50)	No		



3.4.2.1: Use case diagram create Unit

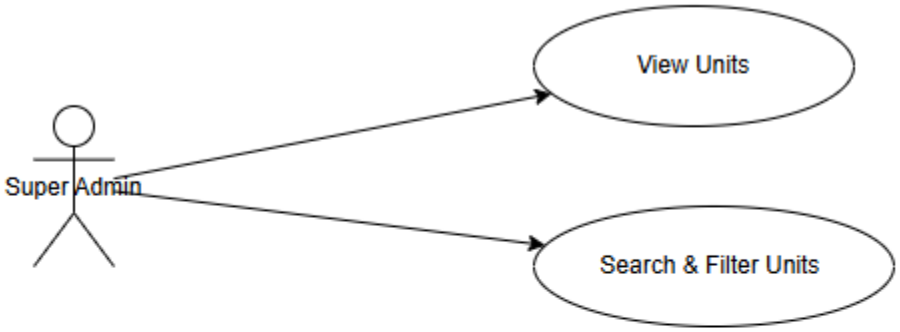


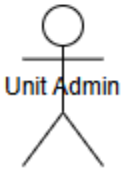
3.4.2.2: UI

3.4.3: View Units

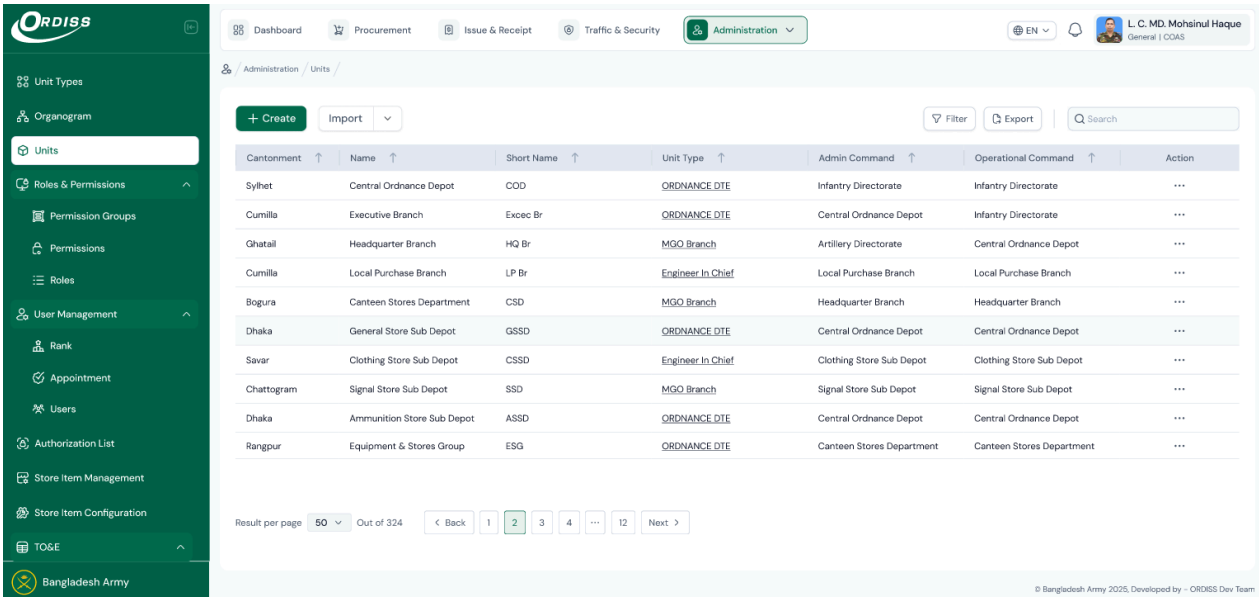
- **Use Case ID:** UC-016
- **Use Case Name:** View Units
- **Primary Actor:** Super Admin
- **Description:** After creating the 'Units', super admin will redirect to the 'Units' list page with a grid view.
  -Grid Columns: Cantonment, Unit Name, Short Name, Type, Admin Command, Operational Command, Action.
  -Action icon buttons: View, Edit, Delete, TO&E (Manpower), TO&E (Equipment), Organogram, Configure Permission & Delete.
  -On top grid buttons or actions: Create Unit, Download Excel Template, Import From Excel.
  -On top grid filter options: Cantonment, Name, Short Name, Unit Type, Admin Command, Operational Command. On top of grid search by Unit Name.
  -At bottom of grid pagination.

3.4.3.1: Use case diagram of ‘View & filter units’





3.4.3.2: UI



3.4.4: Edit 'Unit'

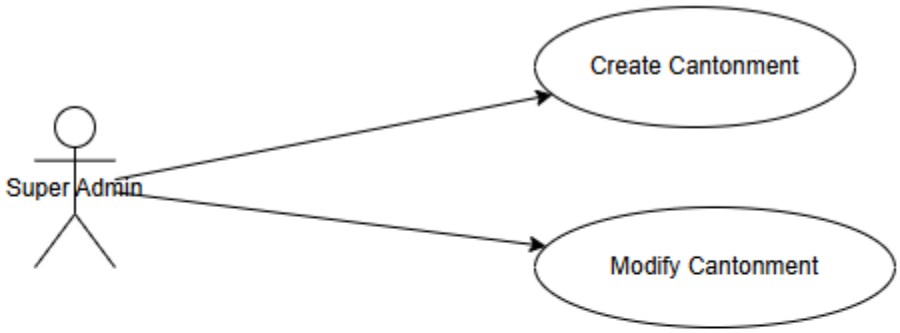
- **Use Case ID:** UC-017
- **Use Case Name:** Edit 'Unit'
- **Primary Actor:** Super Admin
- **Description:** After creating the Unit, super admin may Edit the Unit.
- Grid Columns: Name (ENG & BAN), Description (ENG & BAN), Cantonment, Admin/Operation Command, Phn & Email
- **'Unit Type' will be unable to change**
- Bottom of the page will be 'Save' & 'Cancel' button

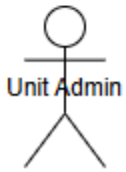
The following field names with corresponding data type will be considered while edit a 'Unit'.

Field Name	**Data Type**	**Is Mandatory**	**Description**	**Options**
Unit Name (ENG & BAN)	Text (256)	Yes	Name of the unit type	
Short Name (EN & BAN)	Text (128)	Yes		
Cantonment	Option (Single Valued)	Yes		Dhaka Cantonment, Mirpur Cantonment, Postogola Cantonment, Savar Cantonment, Mymensing Cantonment, Ghatail Cantonment, Rajendrapur Cantonment, Bogra Cantonment, Jahangirabad Cantonment, Rangpur Cantonment, Sayedpur Cantonment, Kholahati Cantonment, Qadirabad Cantonment, Rajshahi Cantonment, Jessore Cantonment, Jahanabad Cantonment, Comilla

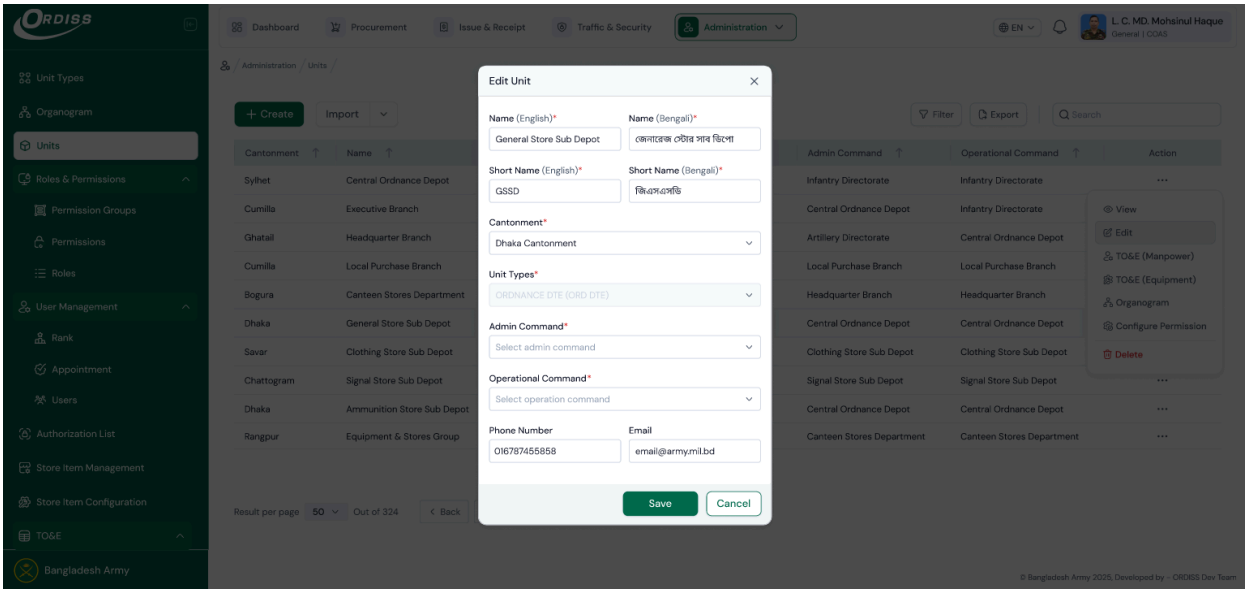
				Cantonment, Jalalabad Cantonment, Chittagong Cantonment, Bandarban Cantonment, Khagrachhari Cantonment, Rangamati Cantonment, Dighinala Cantonment, Kaptai Cantonment, Alikadam Cantonment, Ramu Cantonment
Admin Command	Dropdown	Yes	All available 'Units'	
Operational Command	Dropdown	Yes	All available 'Units'	
Phone	Int (11)	No	Only allow BD's phone number format	
Email	Varchar (50)	No		

3.4.4.1: Use case diagram of ‘Create Cantonment’





3.4.4.2: UI



3.4.5: Create TO&E (Manpower) for 'Unit'

- **Use Case ID:** UC-018
- **Use Case Name:** Create TO&E (Manpower) for Unit
- **Primary Actor:** Super Admin
- **Description:** TO&E (Manpower) will help to identify the system users who will perform system activities based on authentication and authorization. Here, super admin will create TO&E(Manpower) for the particular Unit. Super admin also can modify or create a new TO&E(Manpower) if needed.

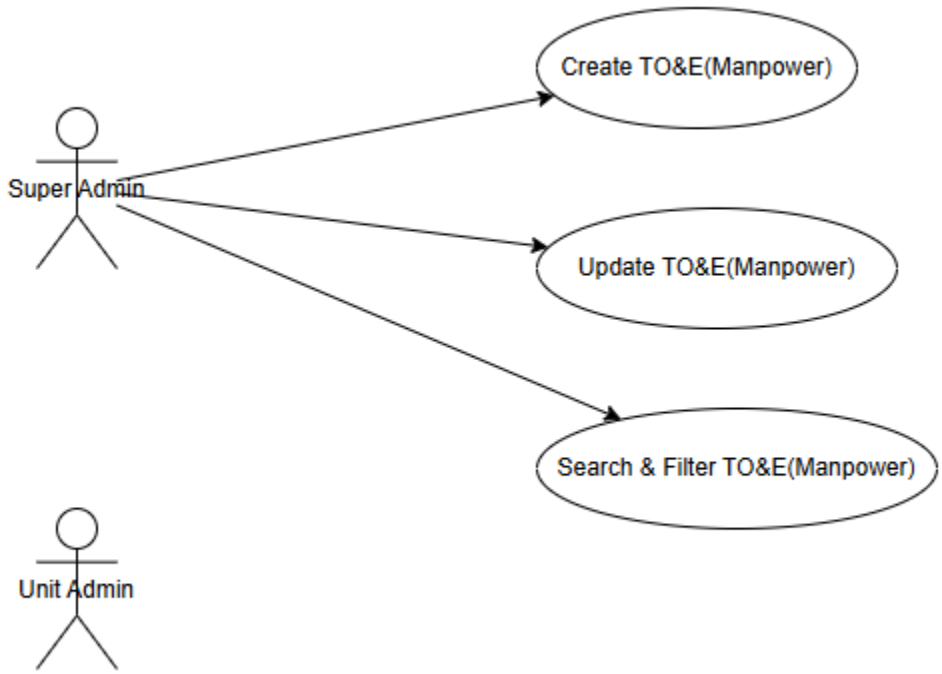
  Details Description:
  - At top, a card to show unit, unit type & cantonment:
  - Download excel template, Import excel template, Create.
  - A Grid to show manpower. Grid columns: Appointment Name, Appointed at, Manpower, Officer/Civilian, Rank, Is System User.
  - Action buttons: View, Edit, Delete.

  Post Action:
  - After creating a TO&E (Manpower) for Unit, a copy will be stored in 'User Management'-> 'Appointment'-> Grid with concern Unit (Mode:Unit).
  - A corresponding role (based on appointment) will also be be created under 'Roles & Permissions'-> 'Roles' Menu (Mode: Unit)
  - Users will have the login permission by default

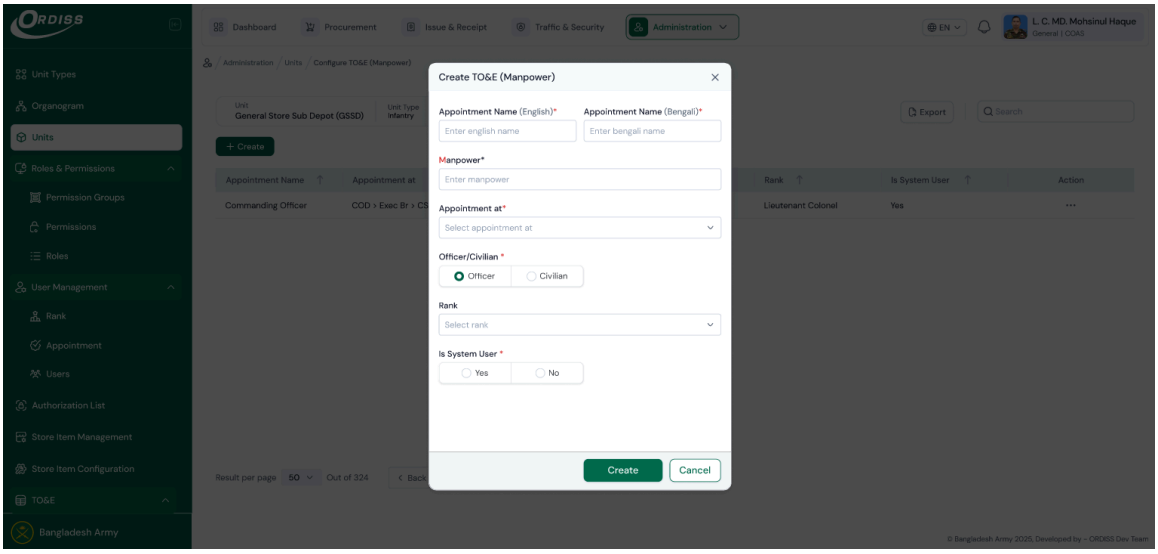
The following columns with corresponding data type will be considered while configuring the TO&E (Manpower)

Name	**Data Type**	**Is Mandatory**	**Description**	**Options**
Appointment Name (ENG & BAN)	Text (256)	Yes		
Appointed at	Option (Single Valued)	Yes	Show All Units with Sub-Units	
Number	Number	Yes		
Officer/Civilian (ENG & BAN)	Option (Single Valued)	Yes		Army/Civilian
Rank (ENG & BAN)	Text (256)	No		
Is System User	Option (Single Valued)	Yes		Yes/No

3.4.5.1: Use case diagram of Create TO&E(Manpower)



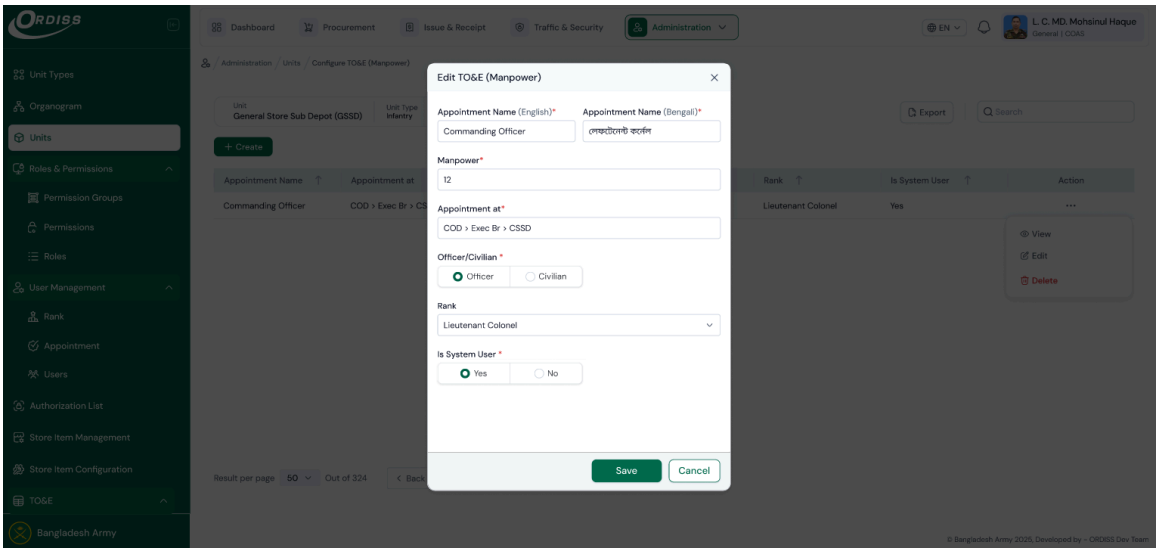
3.4.5.2: UI



3.3.5.1: Edit TO&E (Manpower) for 'Unit'

- **Use Case ID:** UC-0018.1
- **Use Case Name:** Edit TO&E (Manpower) for 'Unit'
- **Primary Actor:** Super Admin & Unit Admin
- **Description:** After creating the TO&E (Manpower), super admin/unit admin may edit the TO&E (Manpower) list with a grid view.
  -Grid Columns: Appointment Name, Manpower, Officer/Civilian, Rank, Is System User & Action.
  -The manpower count must be greater than or equal to the number of appointments.
  -Action icon buttons: Save & Cancel.
  -On top of the grid: Hierarchy path
  -At bottom of grid pagination.

3.3.5.1.1: UI

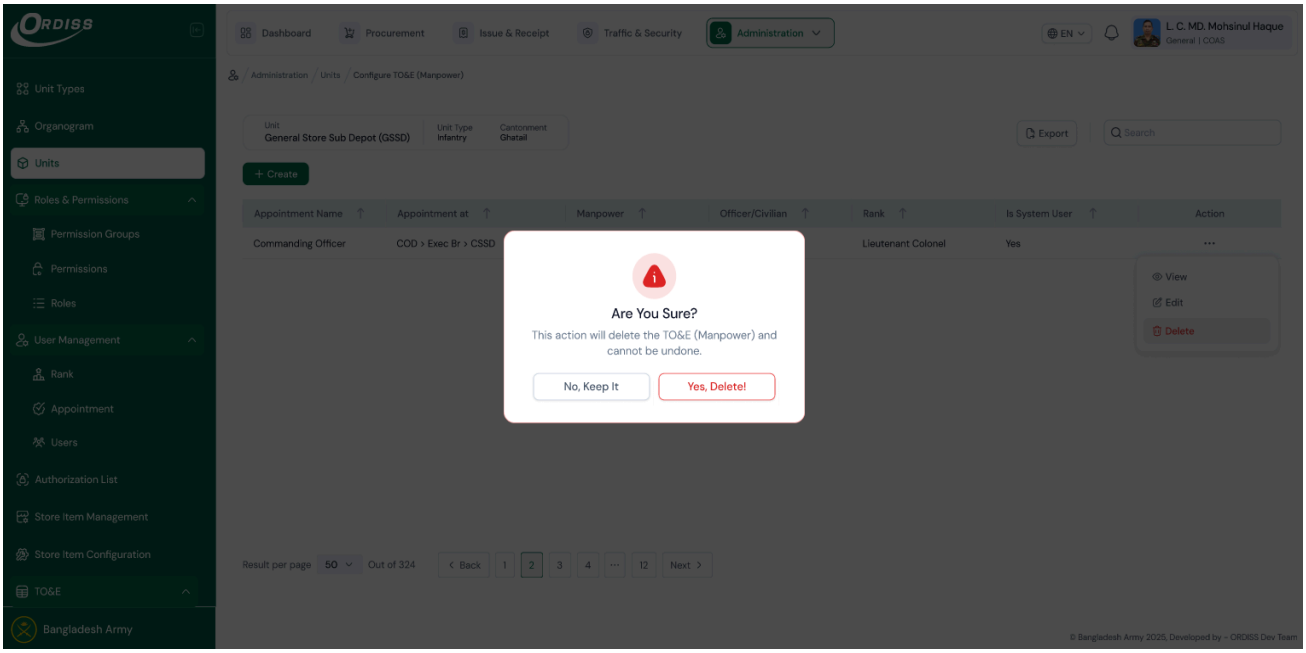


3.3.5.2: Delete TO&E (Manpower) for 'Unit'

- **Use Case ID:** UC-0018.2
- **Use Case Name:** Delete TO&E (Manpower) for 'Unit'
- **Primary Actor:** Super Admin & Unit Admin
- **Description:** After creating/editing the TO&E (Manpower) for Unit Type, super admin/unit admin may Delete.

- **TO&E (Manpower) of a Unit cannot be deleted if any appointment is associated with it.**
- There will be a confirmation Button (Yes / No) while deletion.

3.3.5.2.1: UI



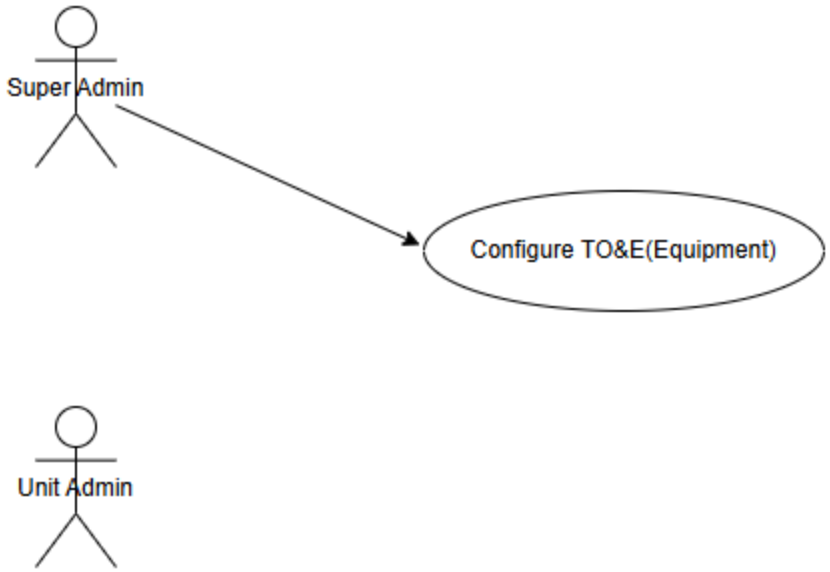
3.4.6: Configure TO&E (Equipment)

- **Use Case ID:** UC-019
- **Use Case Name:** Configure TO&E (Equipment)
- **Primary Actor:** Super Admin
- **Description:** After defining TO&E (Manpower), Super admin have to define TO&E (Equipment) as well which will help to operate the concern Unit & their activities.

The following columns with corresponding data type will be considered while configuring the TO&E (Equipment)

Name	Data Type	Is Mandatory	Description	Options
Generic Name	Text (256)	Yes		
A/U	Varchar (128)	Yes		
Qty	Number (100)	Yes		

3.4.6.1: Use case diagram of Configure TO&E(Equipment)

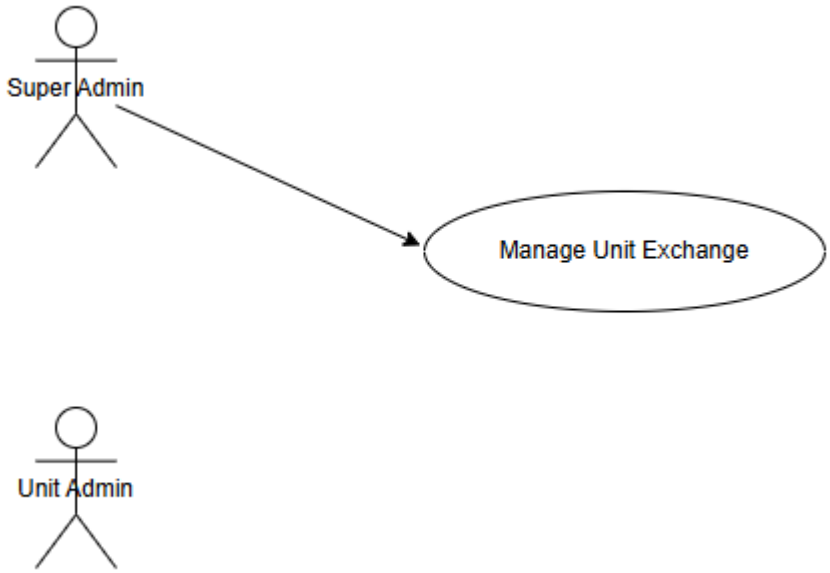


3.4.6.2: UI

3.4.7: Unit Exchange

- **Use Case ID:** UC-020
- **Use Case Name:** Unit Exchange
- **Primary Actor:** Super Admin
- **Description:** 'Unit Exchange' is 2 types:
    - **Unit transfer**: In this case, the Unit will be relocated from its current location to a new one. The TO&E (Equipment), however, will remain at the existing location and will not be transferred. The incoming Unit assigned to this location will assume use of the existing TO&E (Equipment).
    - **Unit demolish:** In this case, the Unit will be permanently demolished and all TO&E (equipment), excluding personal items, shall be returned to its parent Unit.
    - Super admin will manage all these cases.

3.4.7.1: Use case diagram of Unit Exchange



3.4.8: Organogram for 'Unit'

- **Use Case ID:** UC-021
- **Use Case Name:** Organogram for Unit
- **Primary Actor:** Super Admin
- **Description:** If 'Super Admin' clicks on it, he will find the Unit wise organogram.

3.4.9: Configure Permission for 'Unit'

- **Use Case ID:** UC-021.1
- **Use Case Name:** Organogram for Unit
- **Primary Actor:** Super Admin
- **Description:** Click on 'Configure Permission', Admin will redirect to Permission Group page. There will be a different Permission Group (with all seeded available permission groups) where the super admin/unit admin will create the desired permission group by clicking on 'New Permission Group' button.
  Details description is given below:

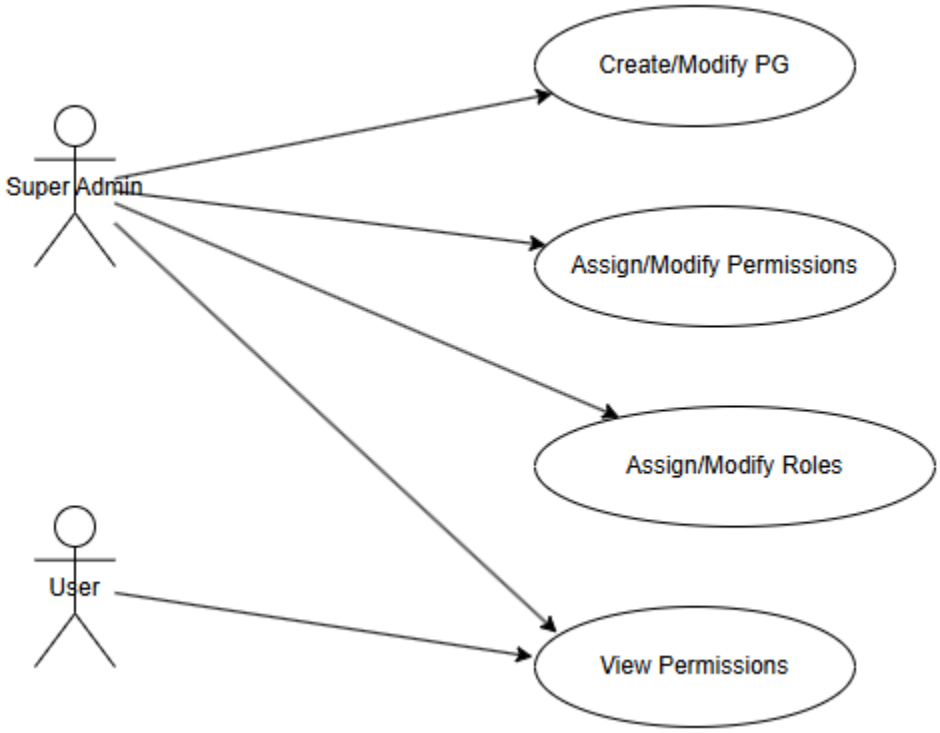
  - Show hierarchy path at top
  - Show available permission groups at right side of the page
  - A Grid permissions (Seeded) with left column for selection. Grid Column: Permission Name & Details
  - Delete individual permission from permission group
  - Bottom of Grid: Result per page & pagination with Save & Cancel button.
  - Search with Permissions & permission Groups

- Load More button to load the remaining permission groups.

3.5: Roles & Permissions

This module has been divided into 3 parts:

- Permission
- Permission Groups
- Roles



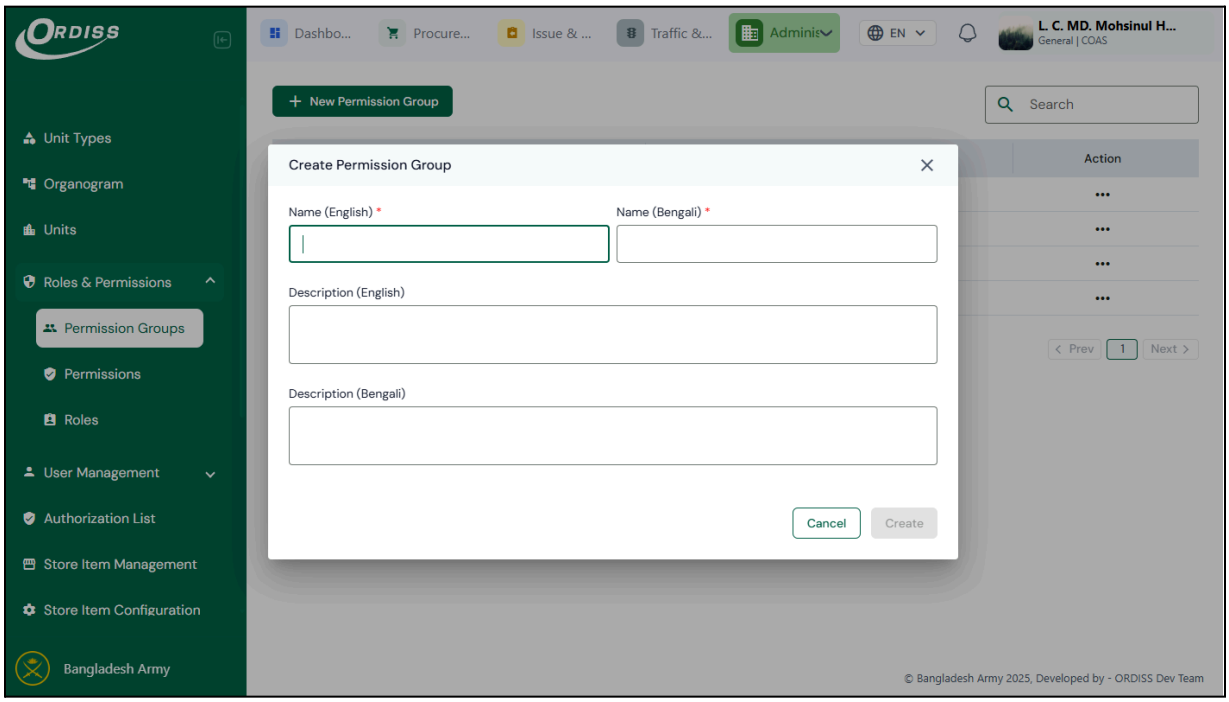
3.5.1: Create Permissions Groups

- **Use Case ID:** UC-021.2
- **Use Case Name:** Create Permissions Groups
- **Primary Actor:** Super Admin/Unit Admin
- **Description:** Some permission groups will be predefined by the system and super admin/unit admin will create the remaining desired permission group.
  Details description is given below:
  - Clicked on 'Create' admin will redirect to a new page where he will create PG with PG Name (EN & BN) and short description (EN & BN).
  - On top grid filter options: Permissions groups name.
  - At bottom: Save & Cancel button

The following columns with corresponding data type will be considered while creating the permissions groups:

Name	Data Type	Is Mandatory	Description	Options
Permissions Groups Name (EN & BN)	Text (128)	Yes		
Description (EN & BN)	Text (256)	No		

3.5.1.1: UI



3.5.1.1: Edit Permissions Groups

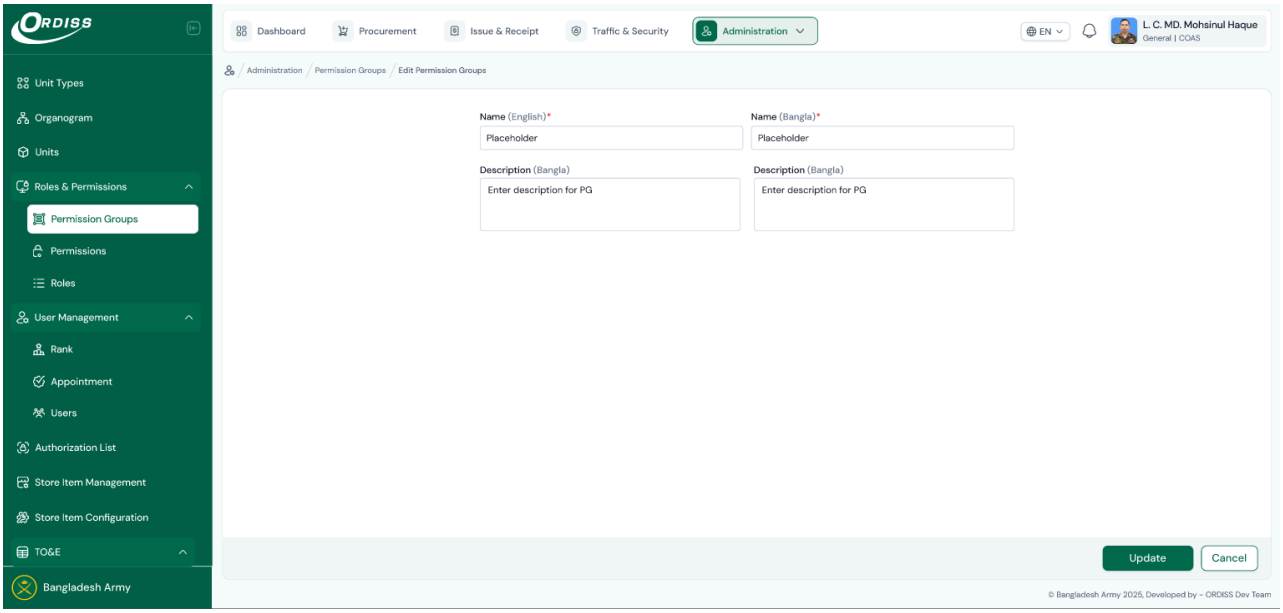
- **Use Case ID:** UC-021.3
- **Use Case Name:** Edit Permissions Groups
- **Primary Actor:** Super Admin/ Unit Admin
- **Description:** After creating the permission groups super admin/unit admin may edit the permission group.
    - **System predefined permission groups couldn't be editable.**

- Super admin/Unit admin may edit the own created permission group.
- Bottom of the grid: Update & Cancel

The following columns with corresponding data type will be considered while edit the permissions groups:

Name	Data Type	Is Mandatory	Description	Options
Permissions Groups Name (EN & BN)	Text (128)	Yes		
Description (EN & BN)	Text (256)	No		

3.5.1.1.1: UI

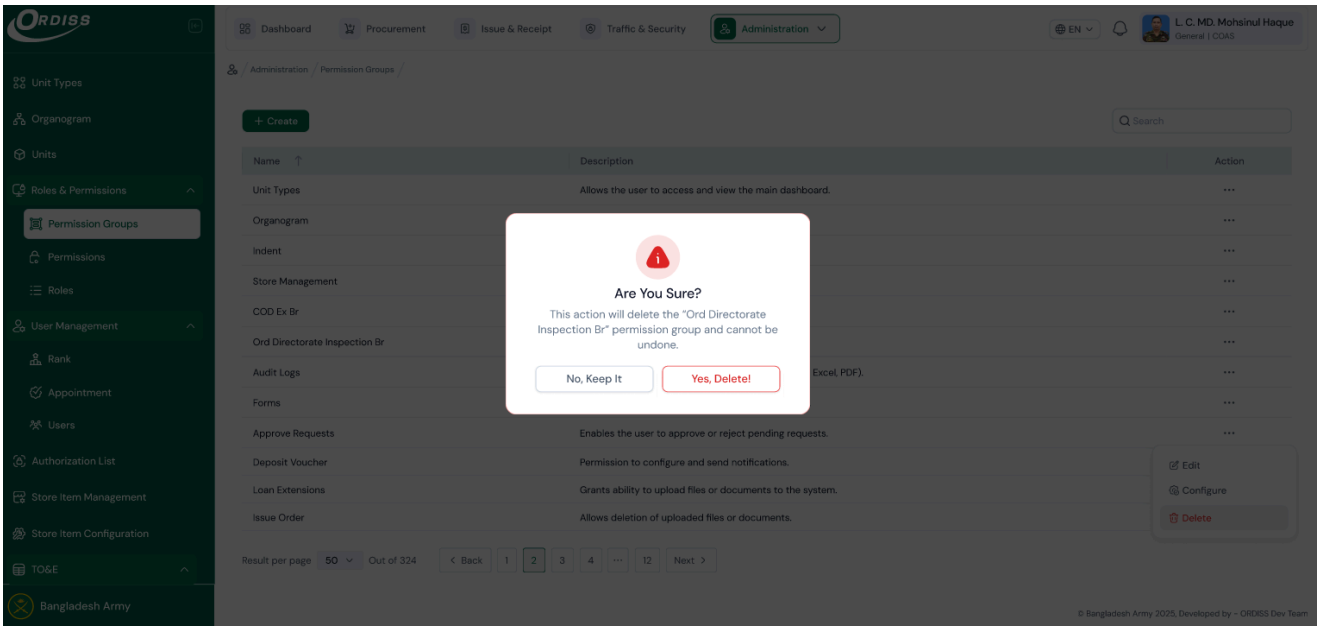


3.5.1.2: Delete Permissions Groups

- **Use Case ID:** UC-021.4
- **Use Case Name:** Delete Permission Groups
- **Primary Actor:** Super Admin/ Unit Admin
- **Description:** After creating/editing the permission groups super admin/unit admin may delete the permission group.
    - **System predefined permission groups couldn't be deletable.**
    - Super admin/Unit admin may delete the own created permission group.

- Confirmation on permission group delete.

3.5.1.2.1: UI

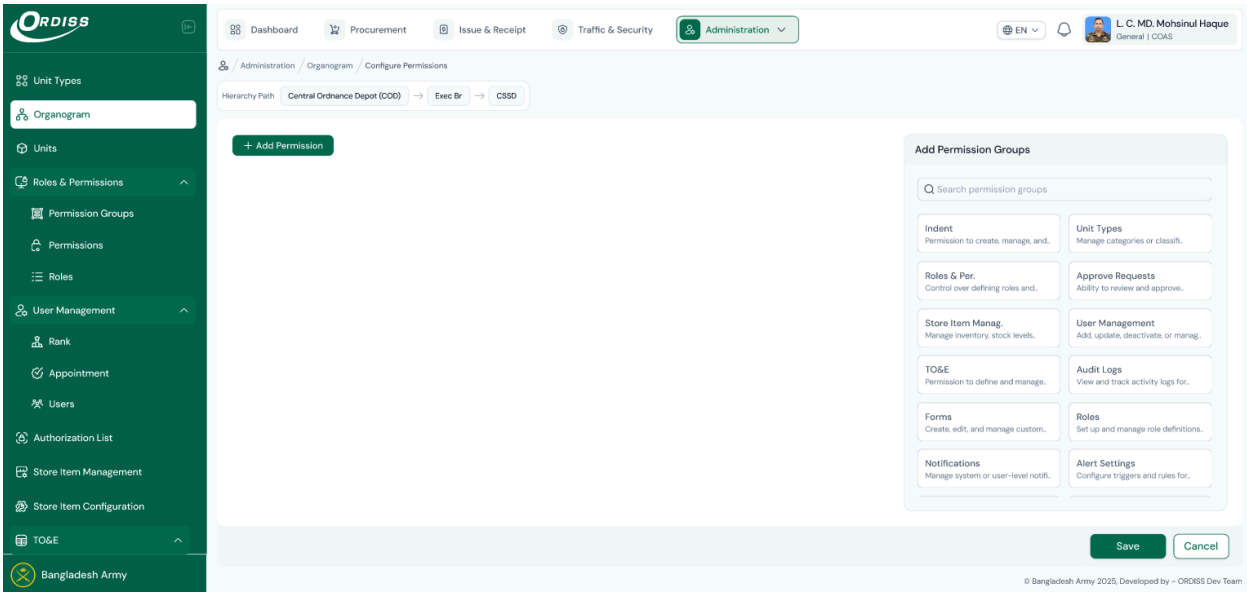


3.3.1.2: Configure Permissions for Permission Groups

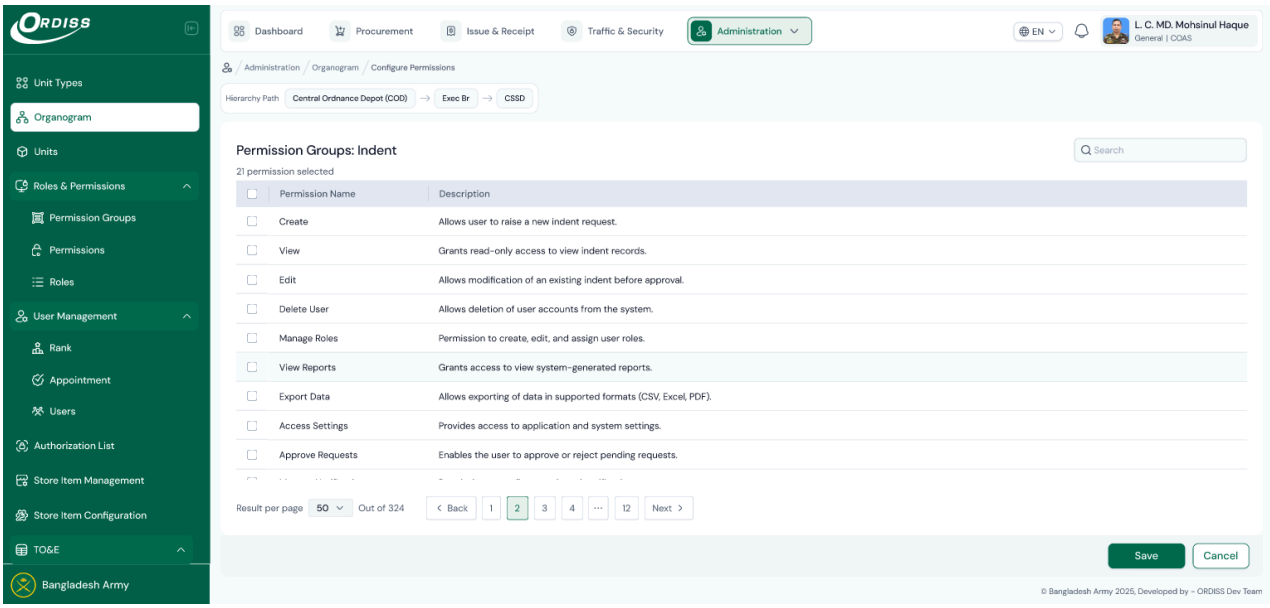
- **Use Case ID:** UC-0021.5
- **Use Case Name:** Configure Permissions for permission Groups
- **Primary Actor:** Super Admin & Unit Admin
- **Description:** There will be a different permission group (with all seeded available permission groups) where the super admin/unit admin will configure the desired permissions on permission group.
  Details description is given below:

    - Show hierarchy path at top
    - Show available permission groups at right side of the page
    - A Grid permissions (Seeded) with left column for selection. Grid Column: Permission Name & Details
    - Delete individual permission from permission group
    - Bottom of Grid: Result per page & pagination with Save & Cancel button.
    - Search with Permissions & permission Groups

Consider the following diagram to configure the permissions.

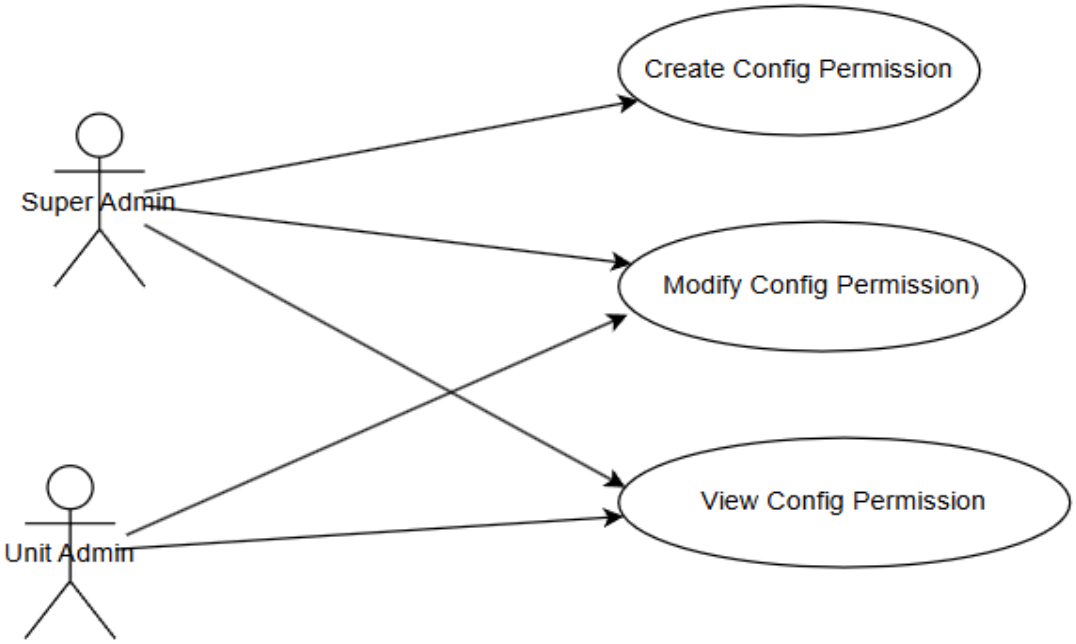


At top: hierarchy path & Admin have to select the permission groups first and based on selection a corresponding grid permission will be available.



Here, Admin may uncheck the given permission.

3.3.1.2.1: Use case diagram of Configure Permissions



3.5.2: Permissions

- **Use Case ID:** UC-022
- **Use Case Name:** Permissions
- **Primary Actor:** Super Admin
- **Description:** After the node is defined, permission needs to be configured at this stage. There will be different permissions where the super admin will select the desired permission from the list.
  Details description is given below:
  - **Permission is fixed and Super admin won't be able to create new permission.**
  - On top grid filter options: Permissions name
  - There might be a short description against each Permission
  - Anyone can see his given permissions

3.5.3: Roles

- **Use Case ID:** UC-023
- **Use Case Name:** Roles
- **Primary Actor:** Super Admin/Unit Admin

- **Description:** Super Admin/Unit Admin have to create a role by clicking on 'Create' button with Role Name (EN & BN), Description (EN & BN) & 'Unit Type' drop-down field.
    - This role will be 'Unit Type' level or 'Unit' level (depends on toggle menu selection)
    - If any Role is created 'Unit Type' wise then this Role will be available for that 'Unit' which is inherited from that 'Unit Type'
    - For Super Admin there will be a 'Unit Type' & 'Unit' mode & for Unit Admin only 'Unit' mode will be available.
    - For 'Unit Type' mode: Unit Type wise roles will be available
    - For 'Unit' mode: Only Unit wise roles will be available for Unit Admin
    - Some roles with permissions will be pre-defined for Super Admin. After creating a role, need to assign some permissions (at least one)
    - Action button includes: Edit, Config Permissions, Delete
    - Top of grid: Search & Filter
    - Bottom of grid: pagination with Result per page

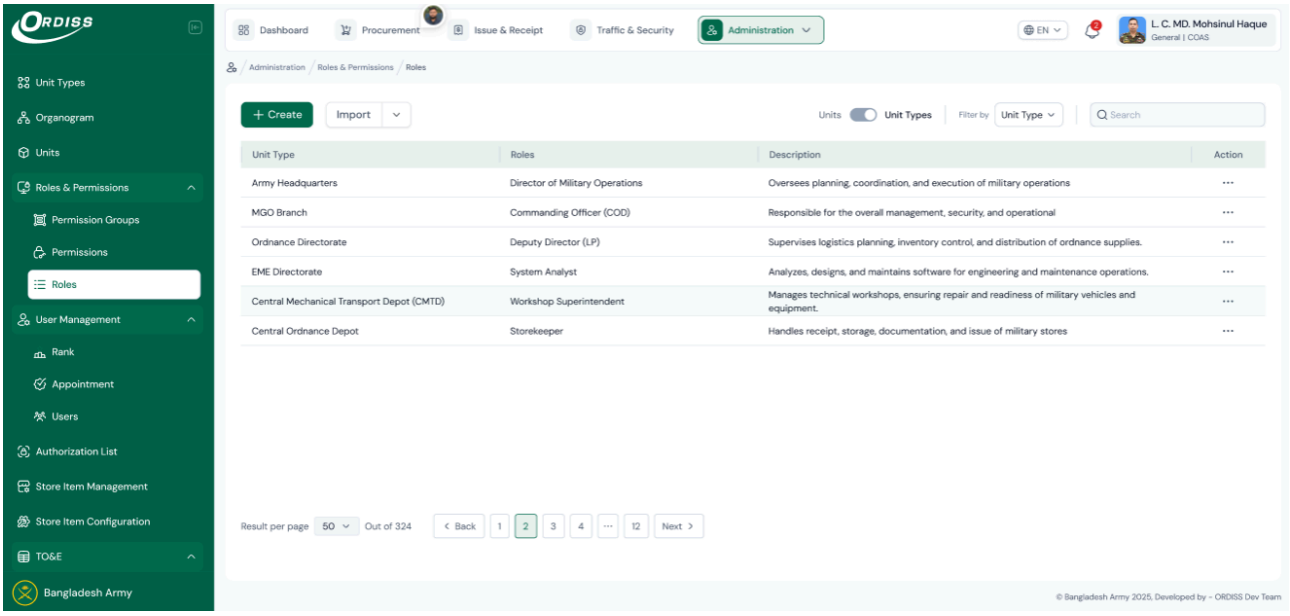
The following columns with corresponding data type will be considered for 'Unit Type' mode

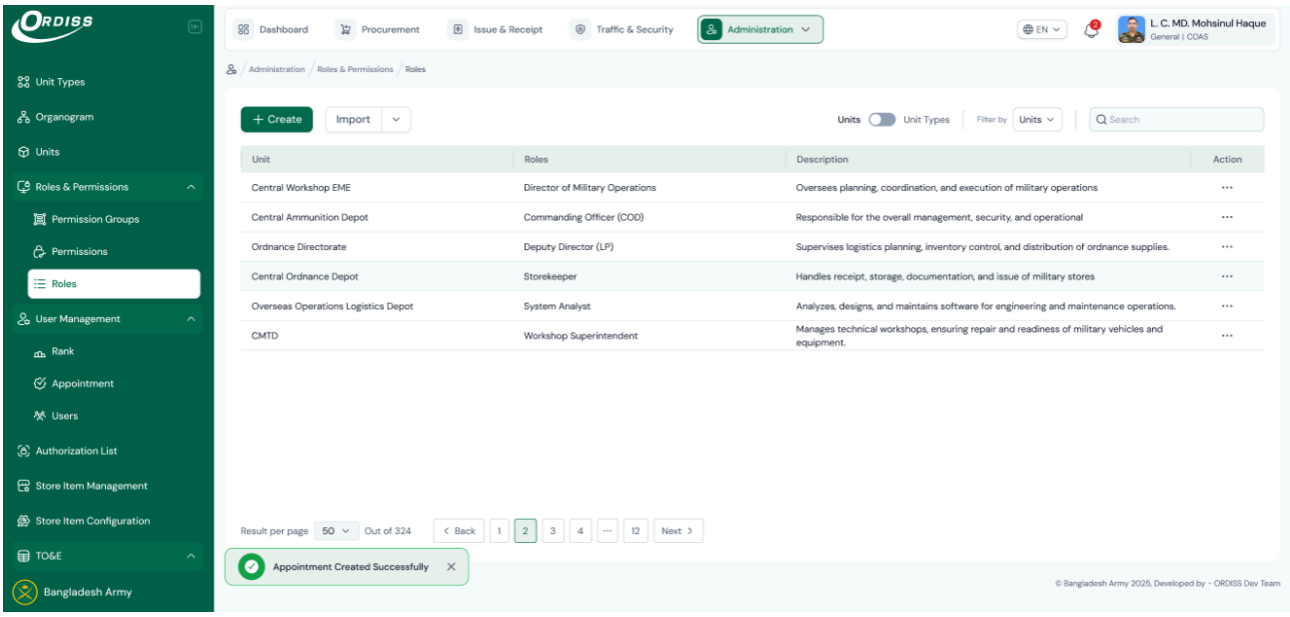
Name	**Data Type**	**Is Mandatory**	**Description**	**Options**
Unit Type (BN & EN)	drop-down	Yes		
Roles (BN & EN)	Text (256)	Yes		
Description BN & EN)	Text (512)	No		

The following columns with corresponding data type will be considered for 'Unit' mode

Name	**Data Type**	**Is Mandatory**	**Description**	**Options**
Roles (BN & EN)	Text (256)	Yes		
Description BN & EN)	Text (512)	No		
Unit	drop-down	Yes		

3.5.3.1: UI





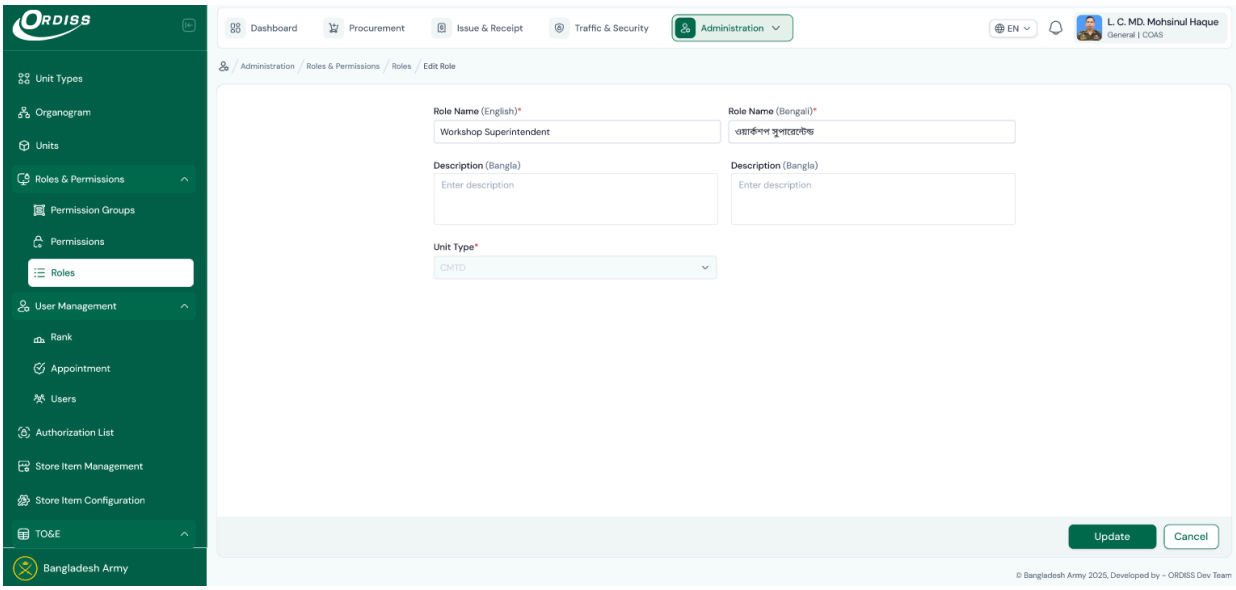
3.5.3.1: Edit 'Roles'

- **Use Case ID:** UC-023.1
- **Use Case Name:** Edit 'Roles'
- **Primary Actor:** Super Admin/Unit Admin
- **Description:** Only role name and description will be Editable.

The following columns with corresponding data type will be considered for Edit Roles

Name	Data Type	Is Mandatory	Description	Options
Role Name (BN & EN)	Text (256)	Yes		
Description BN & EN)	Text (512)	No		
Unit Type	Dropdown (Single valued)	Yes		

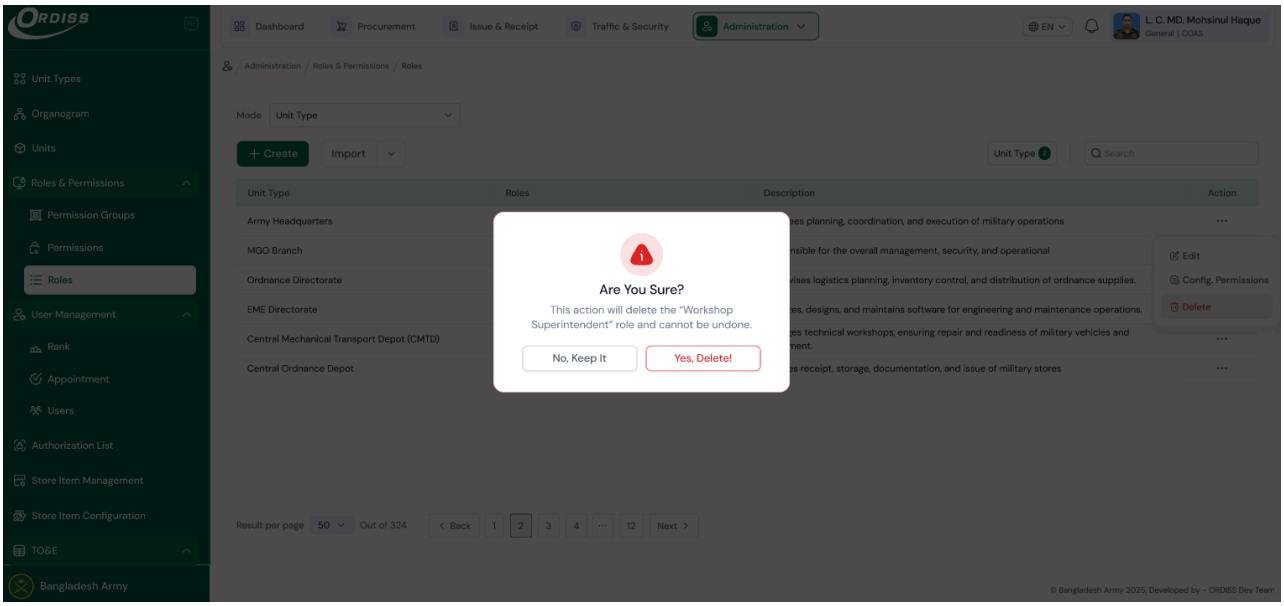
3.5.3.1.1: UI



3.5.3.2: Delete 'Roles'

- **Use Case ID:** UC-023.2
- **Use Case Name:** Delete 'Roles'
- **Primary Actor:** Super Admin/Unit Admin
- **Description:** Only un-used roles will be Deleteable.
    - Deletion confirmation

3.5.3.2.1: UI



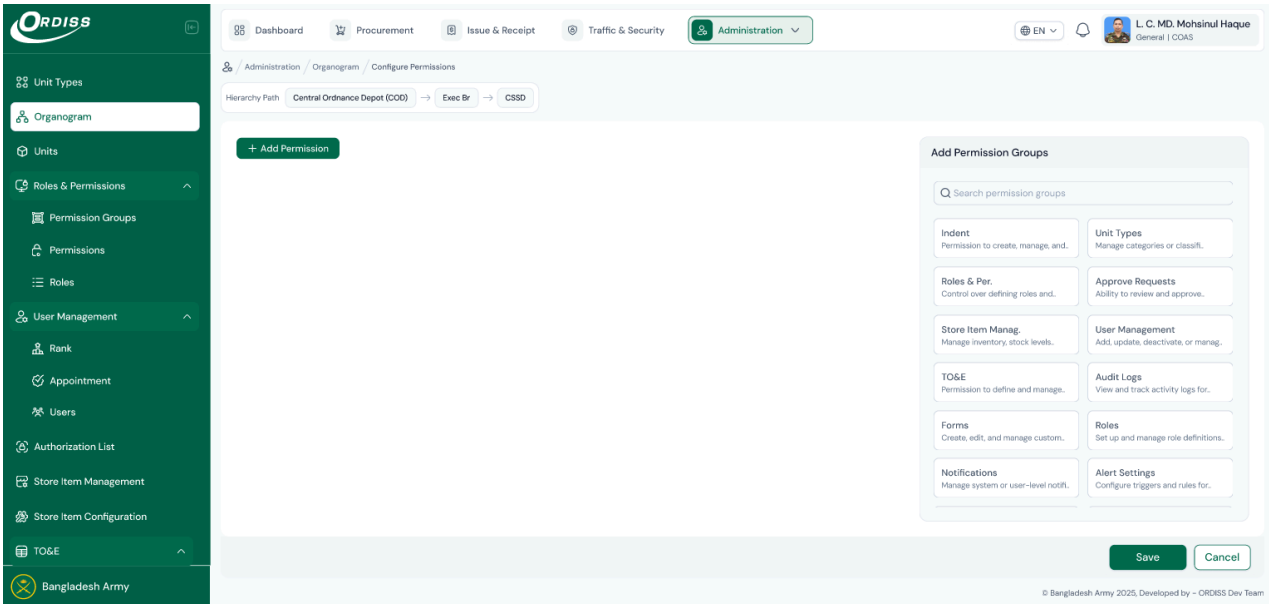
3.5.3.3: Config Permission of 'Roles'

- **Use Case ID:** UC-023.3
- **Use Case Name:** Config permission of 'Roles'
- **Primary Actor:** Super Admin/Unit Admin
- **Description:** Super Admin/Unit Admin may assign permission to any roles (where roles are tied/not tied with the appointment).
    - Clicked on 'Config Permissions'-> Admin will redirect to 'Configure permission' page.
    - There will be a different permission group (with all seeded available permission groups) where the super admin/unit admin will configure the desired permissions on permission groups.

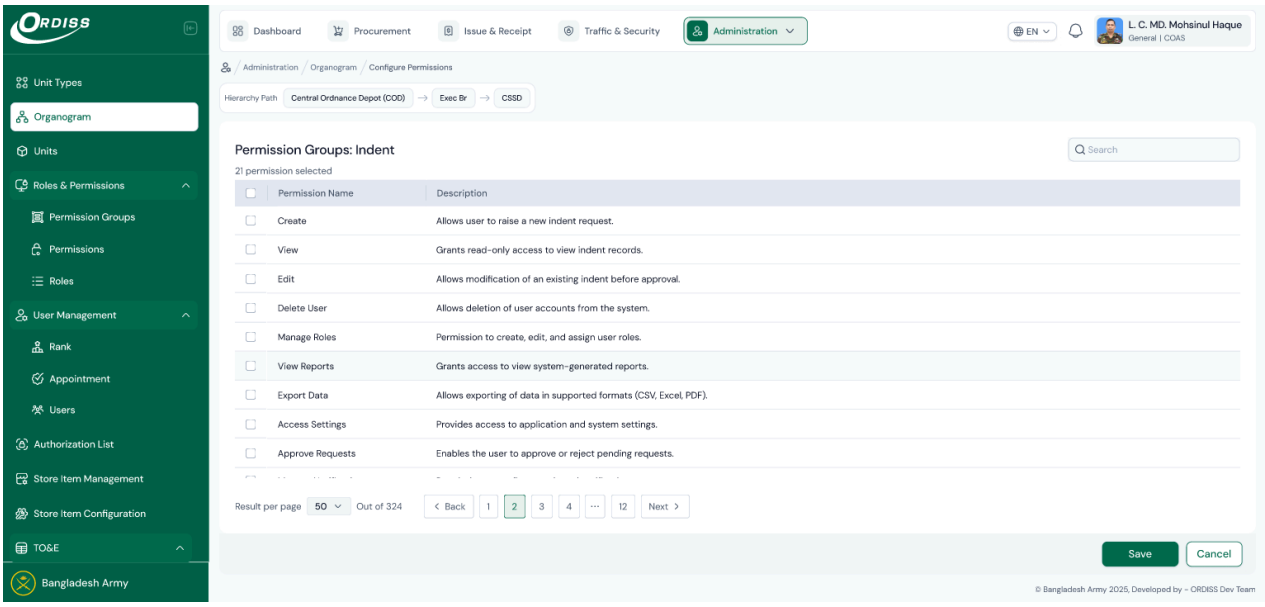
  Details description is given below:

    - Show hierarchy path at top
    - Show available permission groups at right side of the page
    - A Grid permissions (Seeded) with left column for selection. Grid Column: Permission Name & Details
    - Delete individual permission from permission group
    - Bottom of Grid: Result per page & pagination with Save & Cancel button.
    - Load More button to show all the PGs.
    - Search with Permissions & permission Groups

Consider the following diagram to configure the permissions.



At top: hierarchy path & Admin have to select the permission groups first and based on selection a corresponding grid permission will be available.



Here, Admin may uncheck the given permission.

Based on the given permission on roles, concerned users will login into the system and perform on the system activities.

3.6: User Management

This module has been divided into 3 parts:

- Rank
- Users
- Appointment
- Transfers
- Movement Orders

3.6.1: Create Rank

- **Use Case ID:** UC-024
- **Use Case Name:** Create 'Rank'
- **Primary Actor:** Super Admin
- **Description:** After clicking on Create 'Rank' super admin will find the modal to create 'Rank'.
    - If Service type is 'Bangladesh Army': Corps & Officer/Civilian needs to be define
    - If Service type is 'Others': Corps & Officer/Civilian won't be available
    - Bottom of the page: Save & Cancel button

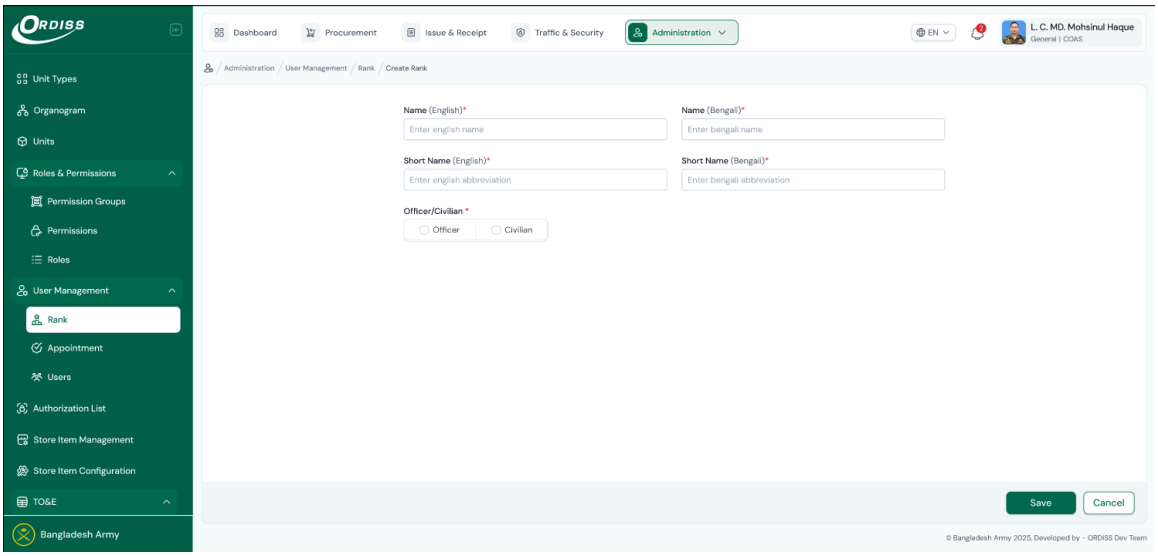
<u>Post Action:</u>

- This 'Rank' will be used in User Info along with the 'Sister Service' app.

The following field names with corresponding data type will be considered while creating a 'Rank'.

Field Name	**Data Type**	**Is Mandatory**	**Description**	**Options**
Name (ENG & BAN)	Text (128)	Yes		
Short Name (EN & BAN)	Text (128)	Yes		
Officer/Civilian	Option (Single Valued)	No		Officer/Civilian

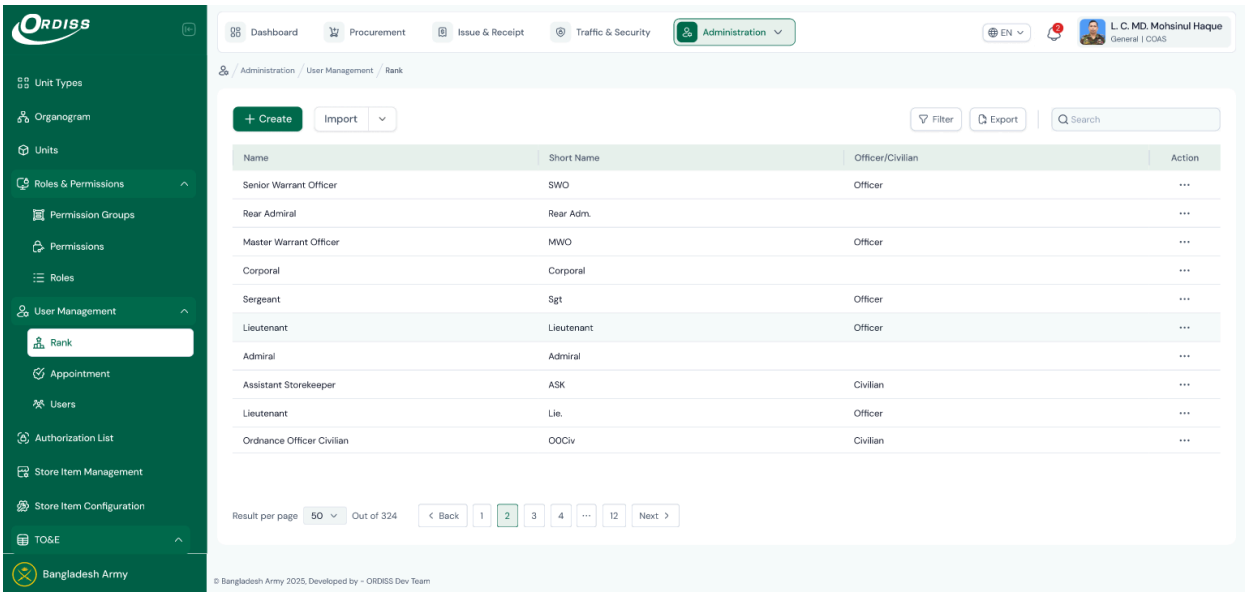
3.6.1.1: UI



3.6.2: Landing page of 'Rank'

- **Use Case ID:** UC-025
- **Use Case Name:** Landing page of 'Rank'
- **Primary Actor:** Super Admin
- **Description:** Clicked on User Management-> 'Rank' menu, Admin will redirect to the landing page of 'Rank' grid.
  -Grid Columns: Name, Short Name, Officer/Civilian, Action.
  -Action icon buttons: View, Edit, Delete
  -On top grid: Create, Import From Excel.
  -On top grid: filter option & search by name.
  -At bottom of grid pagination.

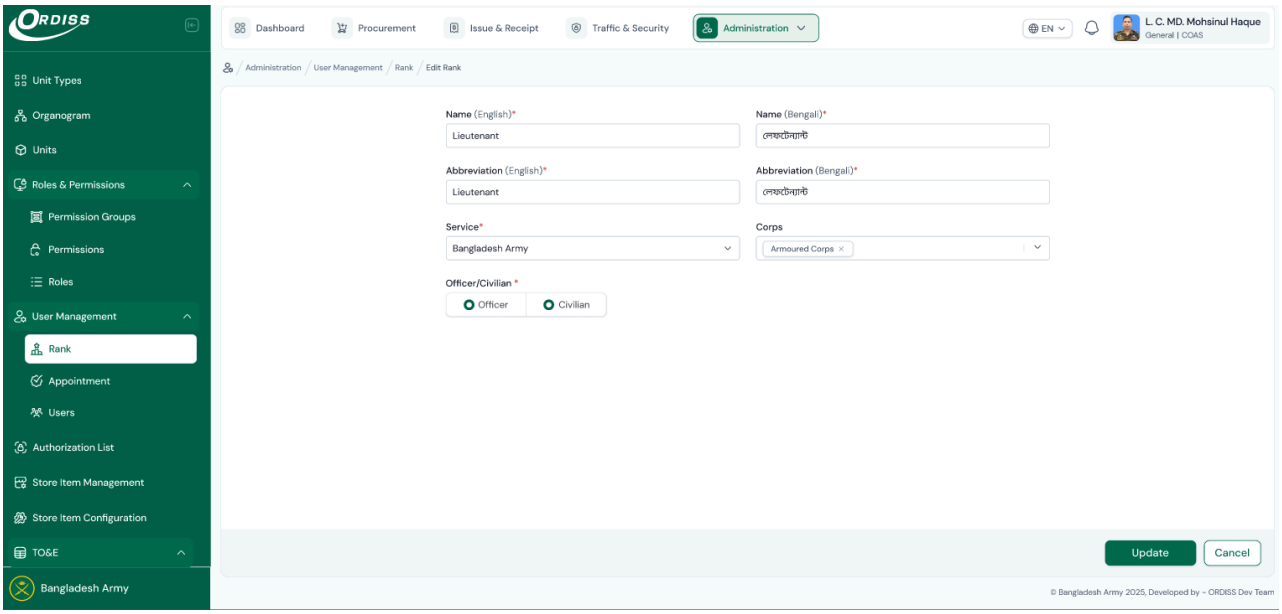
3.6.2.1: UI

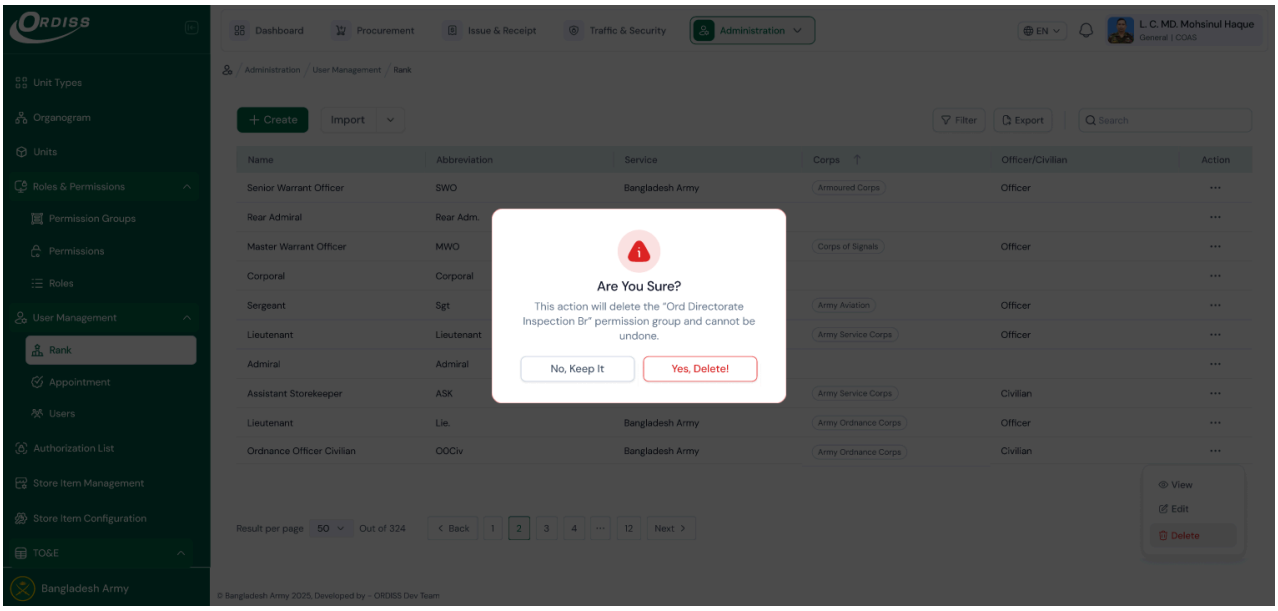


3.6.3: Edit/Delete 'Rank'

- **Use Case ID:** UC-026
- **Use Case Name:** Edit/Delete 'Rank'
- **Primary Actor:** Super Admin
- **Description:** After creating Rank, super admin may edit/delete with following conditions.
    - If any 'Rank' is used against any User/Sister service then those 'Rank' won't be editable/deletable.
    - Confirmation before delete
    - Success/Error alert

3.6.3.1: UI



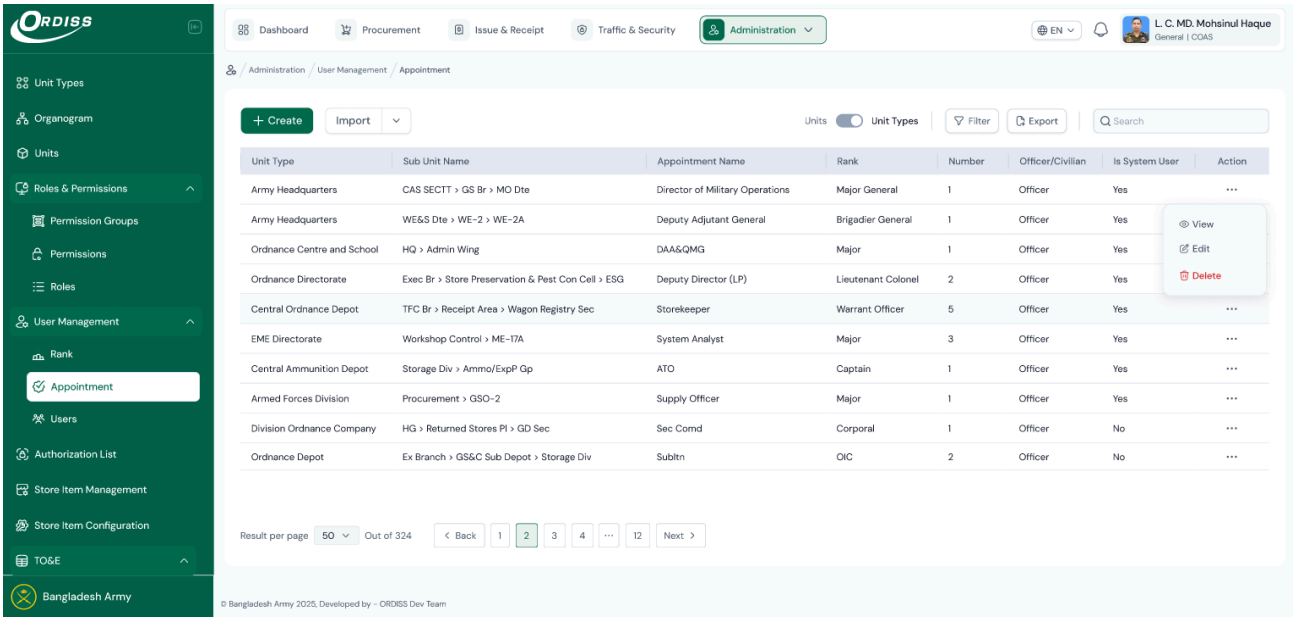


3.6.4: Landing page of 'Appointment'

- **Use Case ID:** UC-027
- **Use Case Name:** Landing page of 'Appointment'
- **Primary Actor:** Super Admin/Unit Admin
- **Description:** After creating a TO&E (Manpower), a copy will be stored in 'Appointment'

- For Super Admin: There will be 'Unit Type' & 'Unit' level wise Appointment Grid view
- For Unit Admin: There will be only 'Unit' level wise Appointment Grid view
- Users will have the login permission by default with role.
- Grid Columns: Unit Type/Unit, Sub Unit Name, Appointment Name, Rank, Number, Officer/Civilian, Is System user & Action.
  -Action icon buttons: View, Edit, Delete
  -On top grid: Create, Import From Excel, Unit Type/Unit toggle button.
  -On top grid: filter option & search by name.
  -At bottom of grid pagination

3.6.4.1: UI



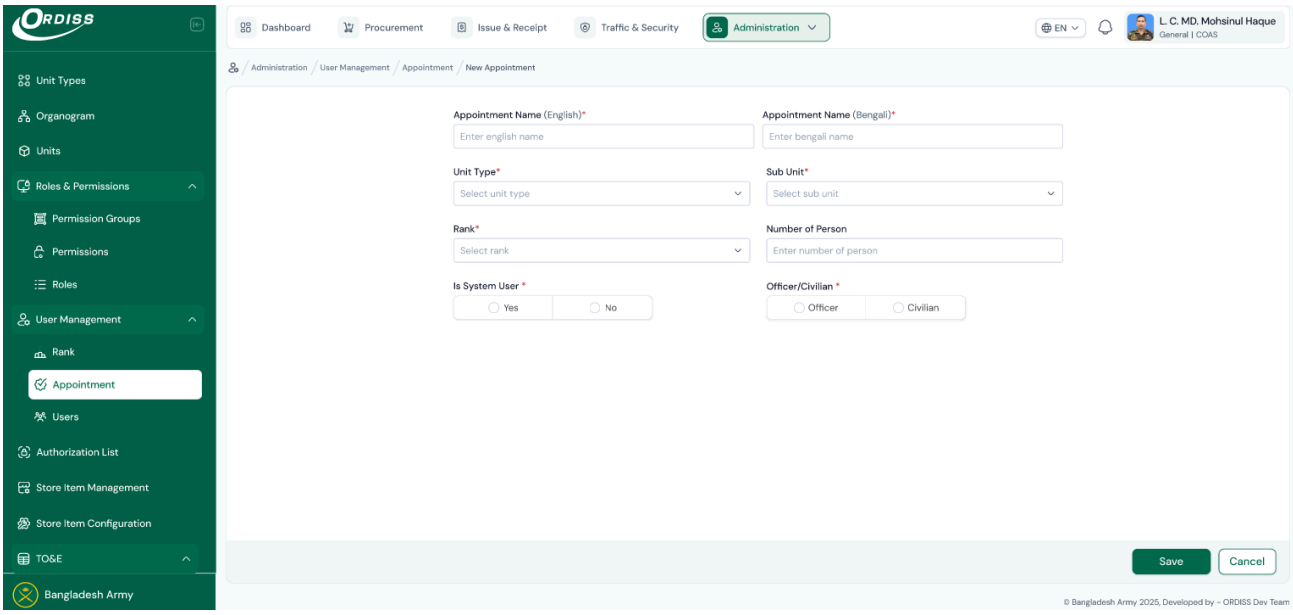
3.6.5: Create 'Appointment'

- **Use Case ID:** UC-028
- **Use Case Name:** Create Appointment
- **Primary Actor:** Super Admin/Unit Admin
- **Description:** After creating a TO&E (Manpower) for 'Unit Type/Unit' level, a copy will be stored in 'User Management'-> 'Appointment'
  - Super Admin/Unit Admin may create additional 'Appointment' by clicking on 'Create' button with Appointment Name (EN & BN), Unit Type, Sub Unit, Rank, Number of Person, Is System User, Officer/Civilian
  - Top of the page: navigation
  - Bottom of the page: Save & Cancel Button

The following columns with corresponding data type will be considered while creating the Appointment

Name	Data Type	Is Mandatory	Description	Options
Appointment Name (ENG & BAN)	Text (256)	Yes		
Unit Type	Option (Single Valued)	Yes	Show All Units Types	
Sub Unit	Option (Single Valued)	Yes	Show Unit Type wise Sub Units	
Rank	Option (Single Valued)	Yes		
Number of person	Number	No		
Is System User	Option (Single Valued)	Yes		Yes/No
Officer/Civilian	Option (Single Valued)	Yes		

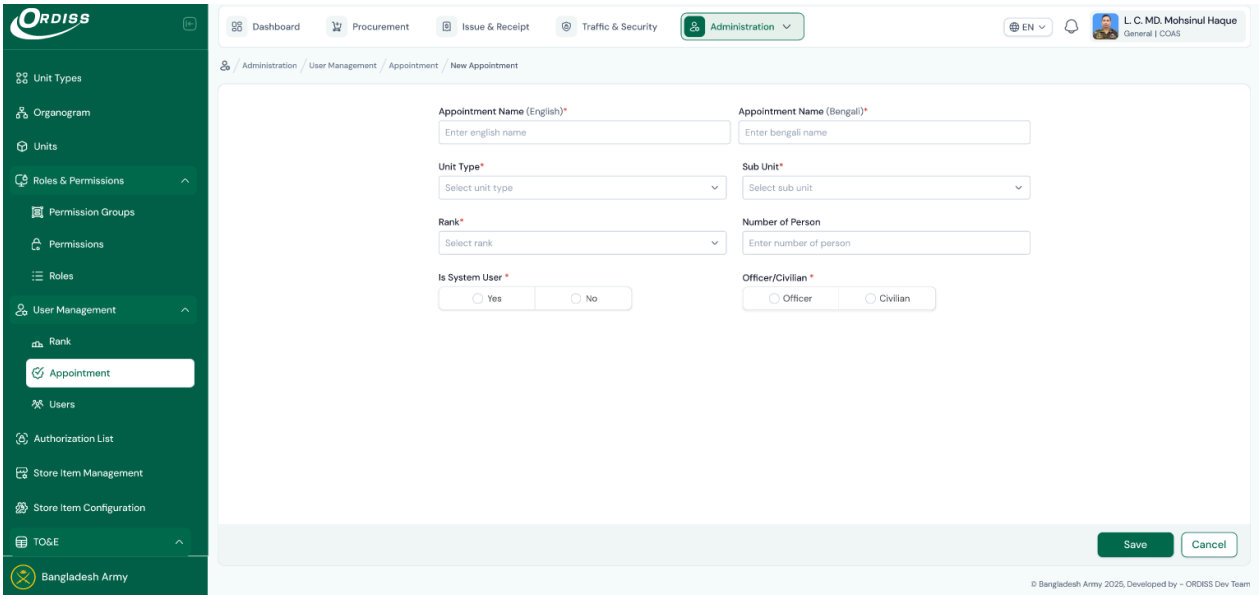
3.6.5.1: UI

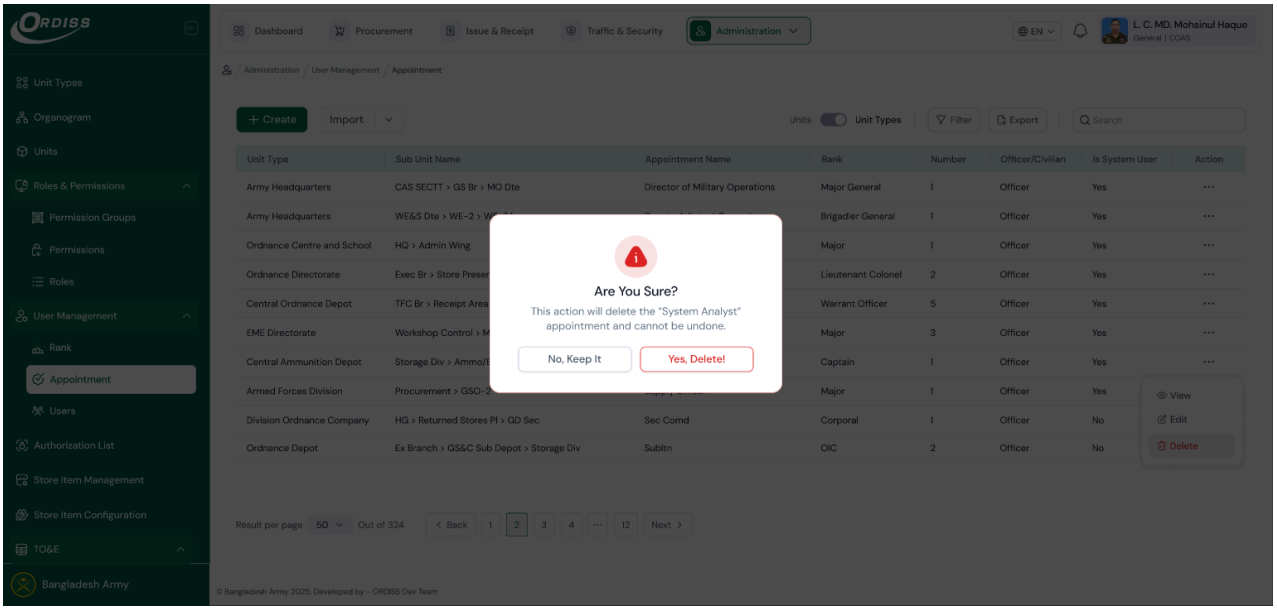


3.6.6: Edit/Delete Appointment

- **Use Case ID:** UC-0029
- **Use Case Name:** Edit/Delete Appointment
- **Primary Actor:** Super Admin/Unit Admin
- **Description:** After creating the Appointment, super admin/unit admin may edit/delete the Appointment with following conditions:
  -If Appointment is assigned against any user then those Appointments can't be editable (except appointment name)/deletable.
  -Success/Error sweet alert after Edit/Delete.
  -Confirmation alert while Delete.

3.6.6.1: UI

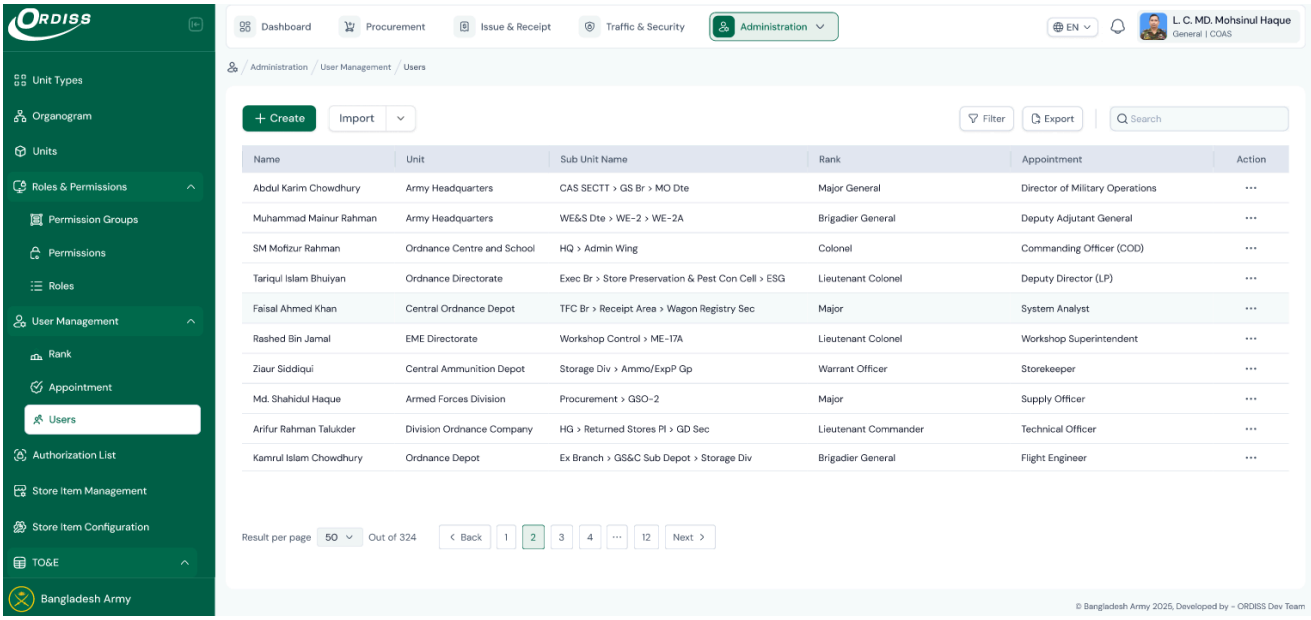


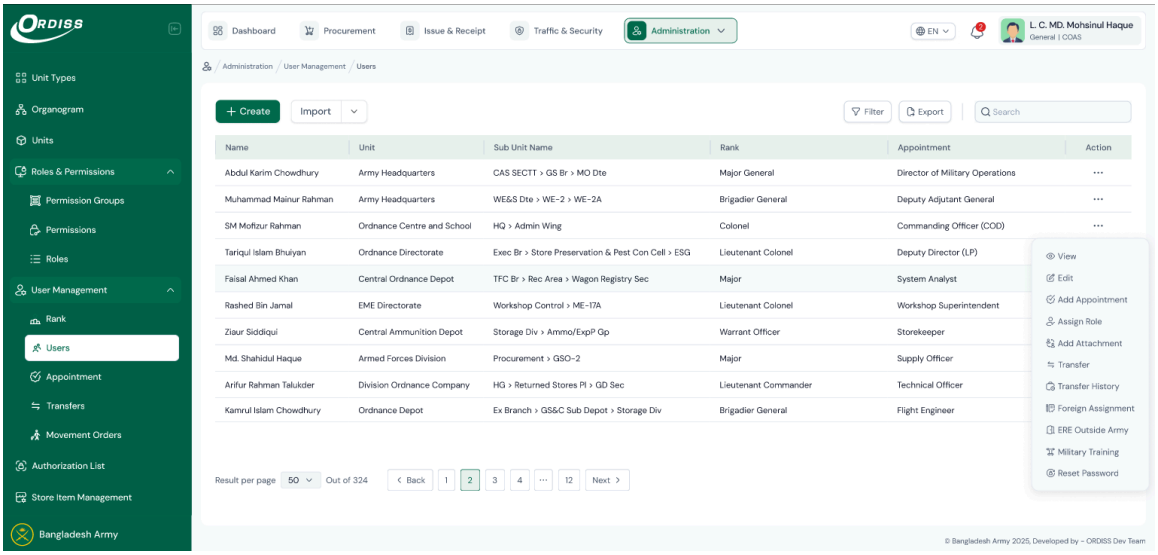


3.6.7: 'Users' Landing Page

- **Use Case ID:** UC-030
- **Use Case Name:** Landing page of 'Users'
- **Primary Actor:** Super Admin/Unit Admin
- **Description:** Clicked on User Management-> 'Users' menu, Admin will redirect to the landing page of 'Users' grid.
  -Grid Columns: Name,Unit, Sub Unit, Rank, Appointment, Action.
  -Action buttons: View, Edit, Add Appointment, Assign Role, Add Attachment, Transfer, Transfer History, Foreign Assignment, ERE Outside Army, Military Training, Reset Password.
  -On top of the grid: Create, Import From Excel, filter option & search by name.
  -At bottom of grid pagination.

3.6.7.1: UI





3.6.8: Create 'User'

- **Use Case ID:** UC-031
- **Use Case Name:** Create User
- **Primary Actor:** Super Admin/Unit Admin
- **Description:** After clicking on User Management-> Users-> 'Create', super admin/unit admin will find a modal to create 'User'.
    - Initially all the users will be available into the system by excel import
    - If needed super admin/unit admin may create manual user
    - Sub Unit selection will be Tree base selection

- Appointment will be Sub Unit wise.
    - **If 'Is System User = True' -> Admin have to set the 'Role', 'User ID', 'Password' & 'Confirm Password'**
    - **If 'Is System User = False' -> There will be no option for 'Role', 'User ID', 'Password' & 'Confirm Password'.**
    - If multiple roles are needed for any user-> Admin will assign roles from User Management-> Users-> Landing page grid-> '**Assign Role**' button.
- Admin have to create an individual User ID & Password for each user.
- Bottom of the page: Save & Cancel button.

<u>Post Action:</u>

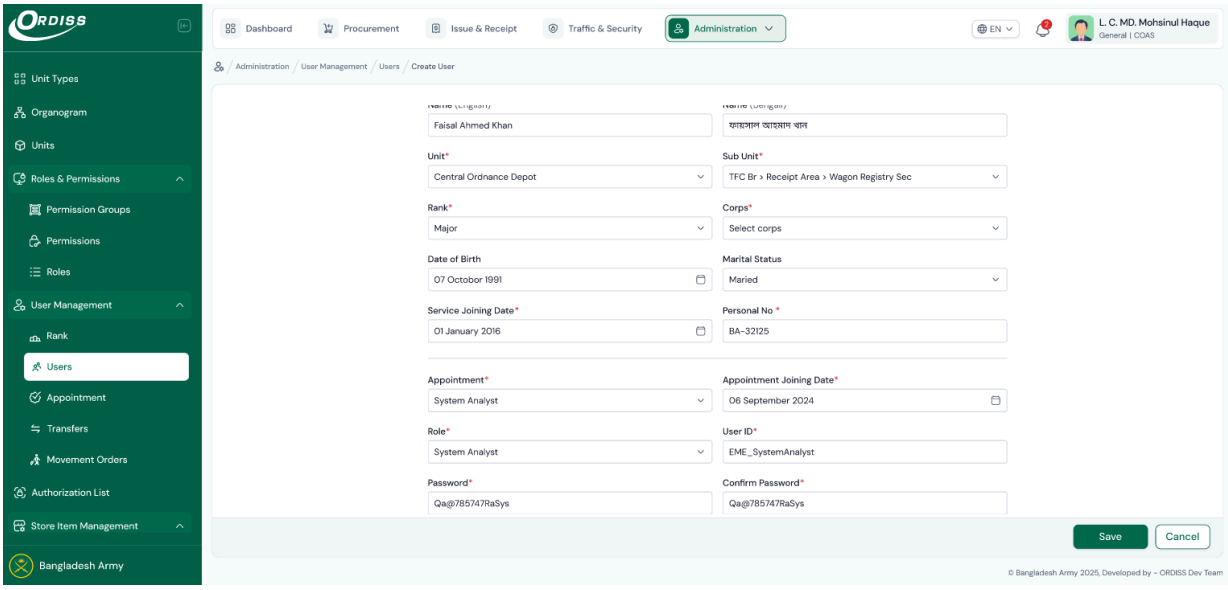
- The created user will be available into the user grid.
- User will get Permissions based on assigned Appointment & Roles

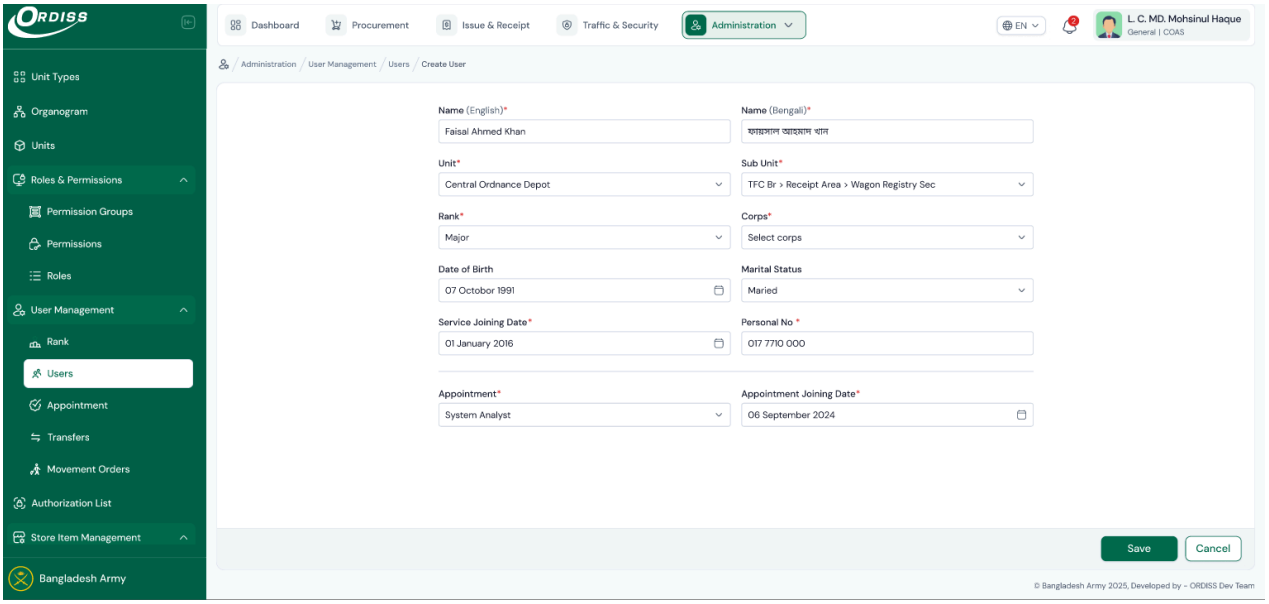
The following field names with corresponding data type will be considered while creating a 'User'.

Field Name	**Data Type**	**Is Mandatory**	**Description**	**Options**
Name (ENG & BAN)	Text (256)	Yes		
Unit	Option (Single Valued)	Yes	All available Units	
Sub Unit	Single Valued	Yes	Tree selection	
Rank	Option (Single Valued)	Yes	All available Ranks	
Corps	Dropdown (Multi Valued	Yes	All available Corps	
Appointment	Dropdown	Yes		
Appointment Joining Date		Yes		
DOB		No		
Marital Status	Option (Single Valued)	No		
Service Joining Date		Yes		

Personnel No	Varchar (20)	Yes	BA number	
Role	Dropdown	Yes	If 'Is System User = True'	
User ID	Varchar (128)	Yes	If 'Is System User = True'	
Password	Varchar (128)	Yes	If 'Is System User = True'	
Confirm Password	Varchar (128)	Yes	If 'Is System User = True'	

3.6.8.1: UI





3.6.9: Edit 'User'

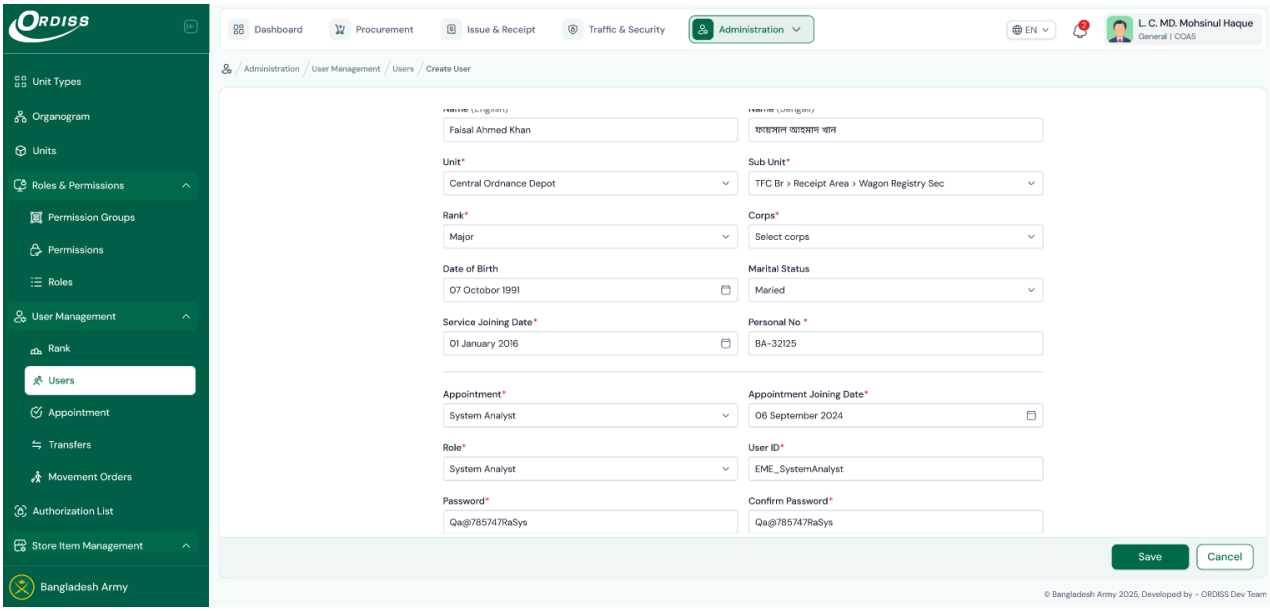
- **Use Case ID:** UC-032
- **Use Case Name:** Edit 'User'
- **Primary Actor:** Super Admin/Unit Admin
- **Description:** After creating the User, super admin/unit admin may Edit.
  - While edit, Unit or Sub Unit change is allowed
  - Bottom of the page will be 'Update' & 'Cancel' button

The following field names with corresponding data type will be considered while editing a 'User'.

Field Name	**Data Type**	**Is Mandatory**	**Description**	**Options**
Name (ENG & BAN)	Text (256)	Yes		
Unit	Option (Single Valued)	Yes	All available Units	
Sub Unit	Single Valued	Yes	Tree selection	
Rank	Option (Single Valued)	Yes	All available Ranks	
Corps	Dropdown (Multi Valued	Yes	All available Corps	
Appointment	Dropdown	Yes		
Appointment		Yes		

Joining Date				
DOB		No		
Marital Status	Option (Single Valued)	No		
Service Joining Date		Yes		
Personal No	Number	No		
Role	Dropdown	Yes	If 'Is System User = True'	
User ID	Varchar (128)	Yes	If 'Is System User = True'	
Password	Varchar (128)	Yes	If 'Is System User = True'	
Confirm Password	Varchar (128)	Yes	If 'Is System User = True'	

3.6.9.1: UI



3.6.10: Reset User Password

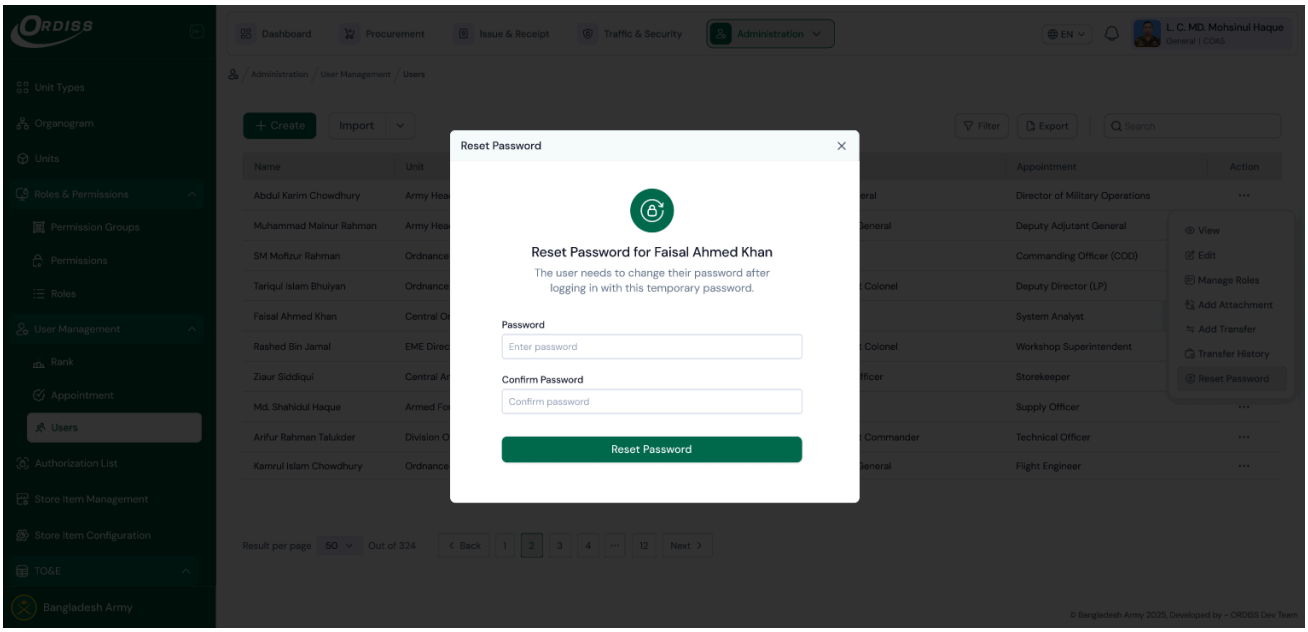
- **Use Case ID:** UC-033
- **Use Case Name:** Reset User Password
- **Primary Actor:** Super Admin/Unit Admin

- **Description:** After creating the User with User ID and Password, super admin/unit admin may reset the password by clicking the 'Reset password' button.
    - Clicked on the 'Reset password' button, a reset password modal will open where Admin has to set a new password twice.
    - Success/Error message needs to be shown.
        - If any unit user forgot the password, he/she will contact the unit admin to reset. After reset, unit user will login to the system with new password. Later, he/she must need to change the password.
        - If unit admin forgot the password, he/she will contact with the super admin to reset. After reset, unit admin will login to the system with new password. Later, he/she must need to change the password.
        - If any super admin forgot the password, other super admin may reset the password and after login, he/she must need to change the password.
        - If single super admin forgot the password, then those password will be recovered from DB.

<u>Post Action:</u>

- User will login with admin provided new password and after the login, system will force the user to change the password.

3.6.10.1: UI



3.6.11: Add Appointment

- **Use Case ID:** UC-034
- **Use Case Name:** 'Add Appointment' for those who don't have any appointments yet.
- **Primary Actor:** Unit Admin

- **Description:** After creating/external transfer to the user, the unit admin may 'Add Appointment' for those who don't have any appointments yet.
    - Clicked on the User Management->'Add Appointment' button (for those who don't have any appointments yet), Unit admin will redirect to an 'Add Appointment' page.
    - Top of the page: navigation
    - Bottom of the page: Save & Cancel Button

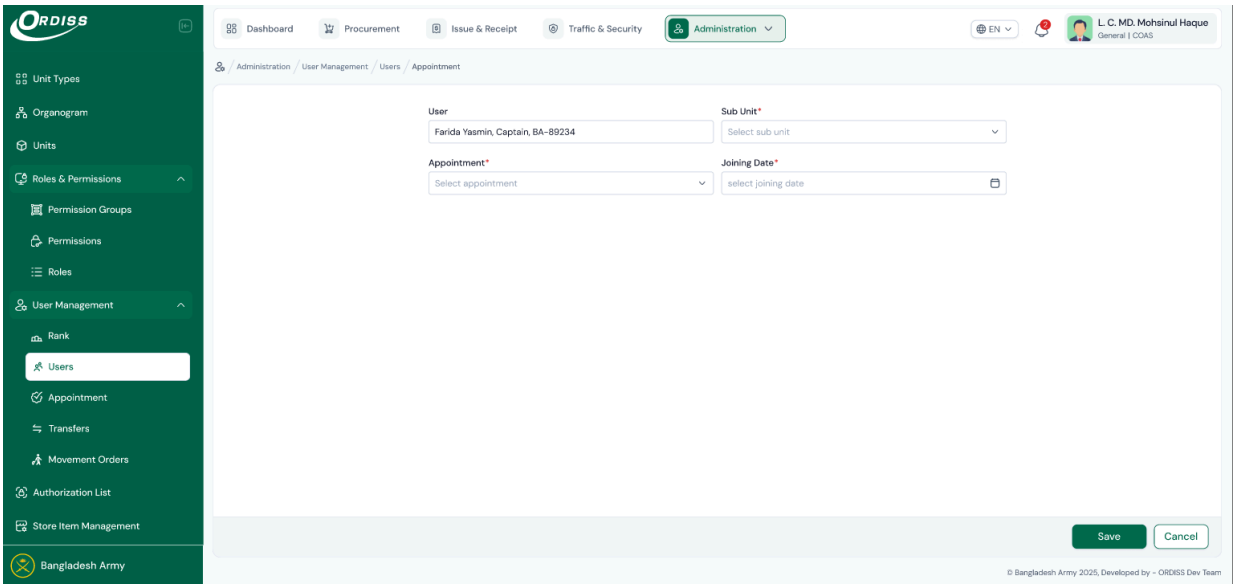
<u>Post Action:</u>

- After Adding Appointment by unit admin, the concerned user will be able to login to the system.

The following columns with corresponding data type will be considered while creating the Appointment

Name	**Data Type**	**Is Mandatory**	**Description**	**Options**
User	Text (256)	Yes	User name with rank and BA number	
Sub Unit	Tree controlled	Yes	Unit wise Sub units	
Appointment	Option (Multi Valued)	Yes	Sub unit wise	
Joining Date	Date-Picker	Yes		

3.6.11.1: UI



3.6.12: Transfer

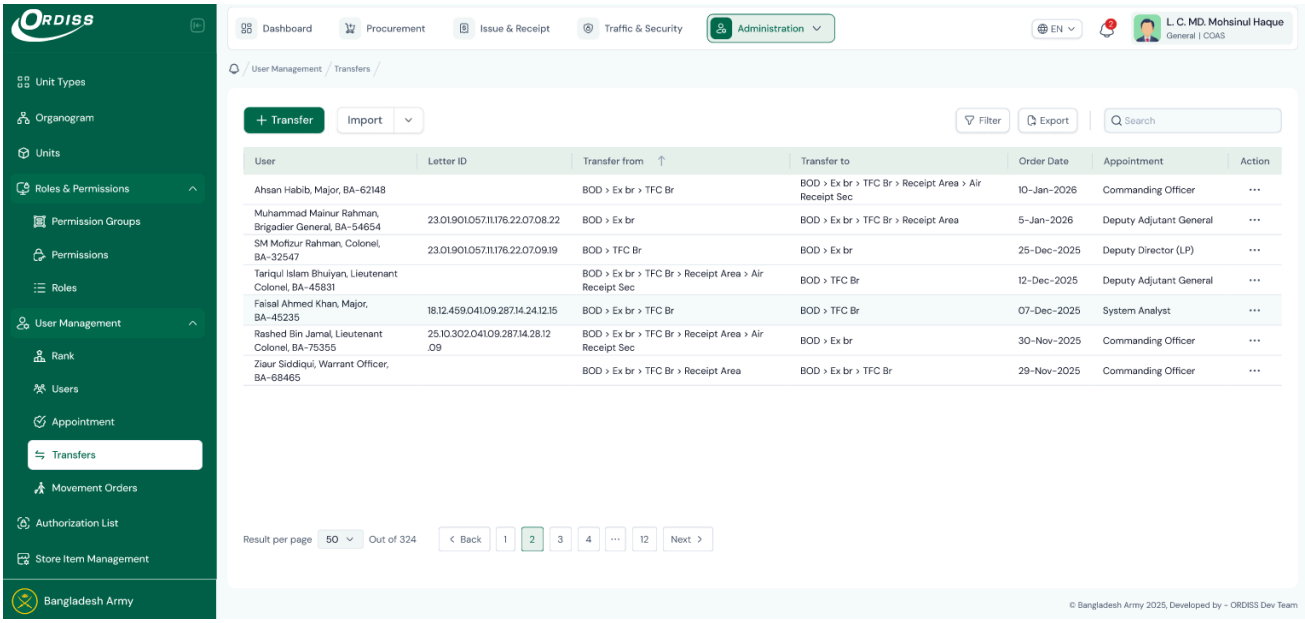
- **Use Case ID:** UC-035
- **Use Case Name:** Transfer User
- **Primary Actor:** Super Admin/Unit Admin
- **Description:** User Transfer is 2 types:
    - **External Transfer** (Unit to Unit: Sub-Unit & Appointment may or may not be defined)
    - **Internal Transfer** (From one sub-unit to another sub-unit within the same unit where Sub-Unit & Appointment will be defined)

- Super admin will perform the external transfer where unit admin will perform the internal transfer
- 'Transfer' button will be available in 2 ways: 1. As 'Transfer' sub-menu 2. From Users-> Action button

3.6.12.1: Internal Transfer Landing Page

- **Use Case ID:** UC-036
- **Use Case Name:** Internal user transfer landing page
- **Primary Actor:** Unit Admin/Super Admin
- **Description:** Unit admin logged in to the system and after clicking on User Management-> 'Transfers', unit admin will find a grid of Internal transfer landing pages.
    - Top of the page: navigation
    - On top of the grid: Transfer, Import, Filter: Sub-Unit, Rank, Date range, Movement order (yes/no), Export & search button.
    - Grid columns: User Details (with name, rank & BA number), Letter ID, Transfer From, Transfer To, Order Date, Appointment & Action button.
    - Action Button: View Attachment, Edit & Delete
    - Edit and Delete is only possible if movement order is not created.
    - Bottom of the page: Pagination

3.6.12.1.1: UI



3.6.12.2: Create Internal Transfer

- **Use Case ID:** UC-037
- **Use Case Name:** Create Internal Transfer
- **Primary Actor:** Unit Admin/Super Admin
- **Description:** Unit admin logged in to the system and after clicking on User Management-> 'Transfers'-> Transfer, unit admin will find a page to create Internal transfer.
    - Top of the page: navigation
    - For internal transfer 'Transfer To' & 'Appointment' must be defined.
    - If the unit admin redirects to User management-> Users-> Transfer & clicks on it, he will find a page where user details (EN & BN) will be auto filled.
    - Edit and Delete is only possible if movement order is not created.
    - No movement order will be created against Internal Transfer
    - Bottom of the page: Save & Cancel Button

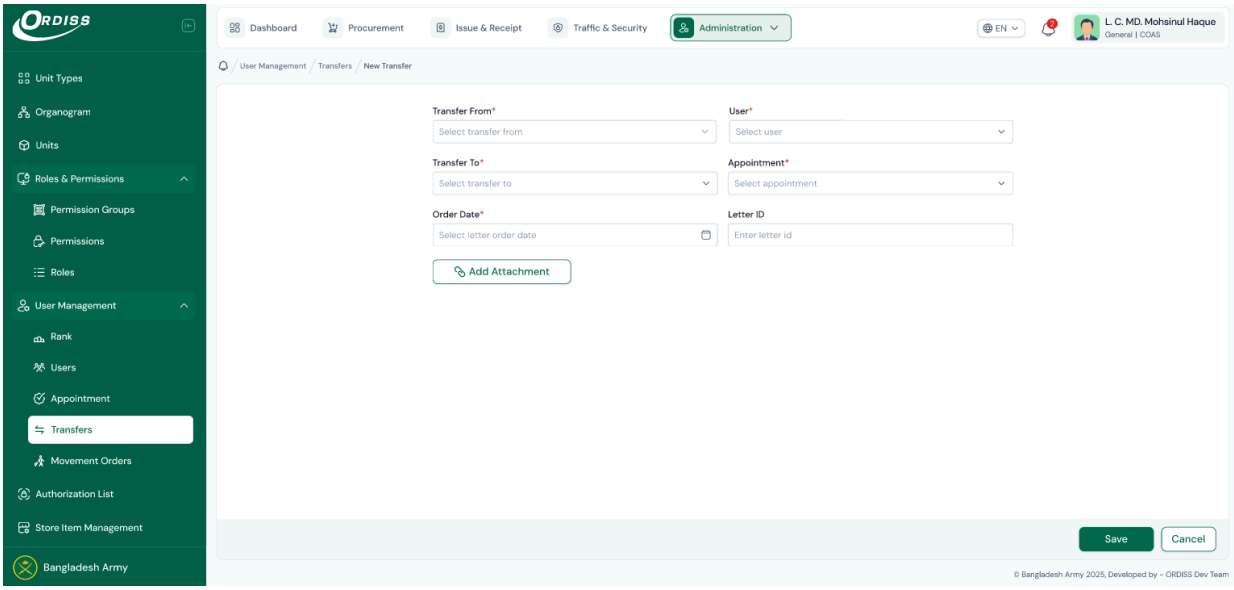
<u>Post Action:</u>

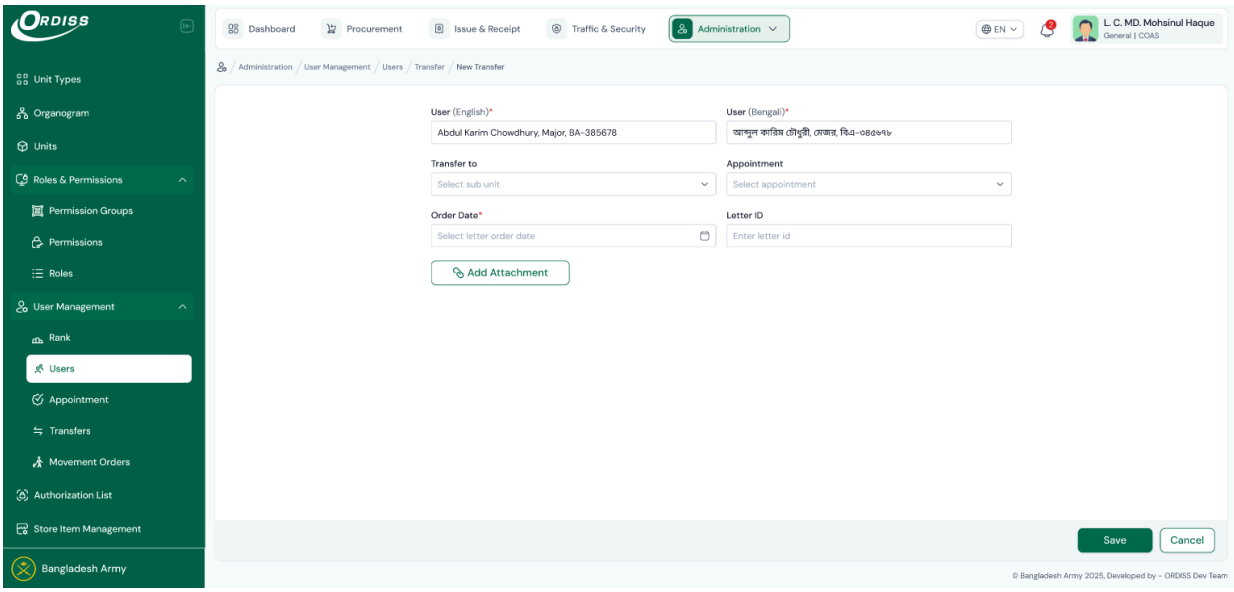
- After the internal transfer by unit admin, the concerned user will be able to login to the system based on the new Appointment.

The following columns with corresponding data type will be considered while creating the Internal Transfer

Name	**Data Type**	**Is Mandatory**	**Description**	**Options**
Transfer From	Tree View	Yes		
User	Option (Single Valued)	Yes	Sub-Unit wise	
Transfer To	Tree View	Yes	One sub-unit to another sub-unit within the same unit	
Appointment	Varchar (512)	Yes	Sub-Unit wise	
Order Date	Date Picker	Yes		
Letter ID	Option (Single Valued)	No		
Add Attachment		No		Pdf, doc, .png, .jpeg

3.6.12.2.1: UI



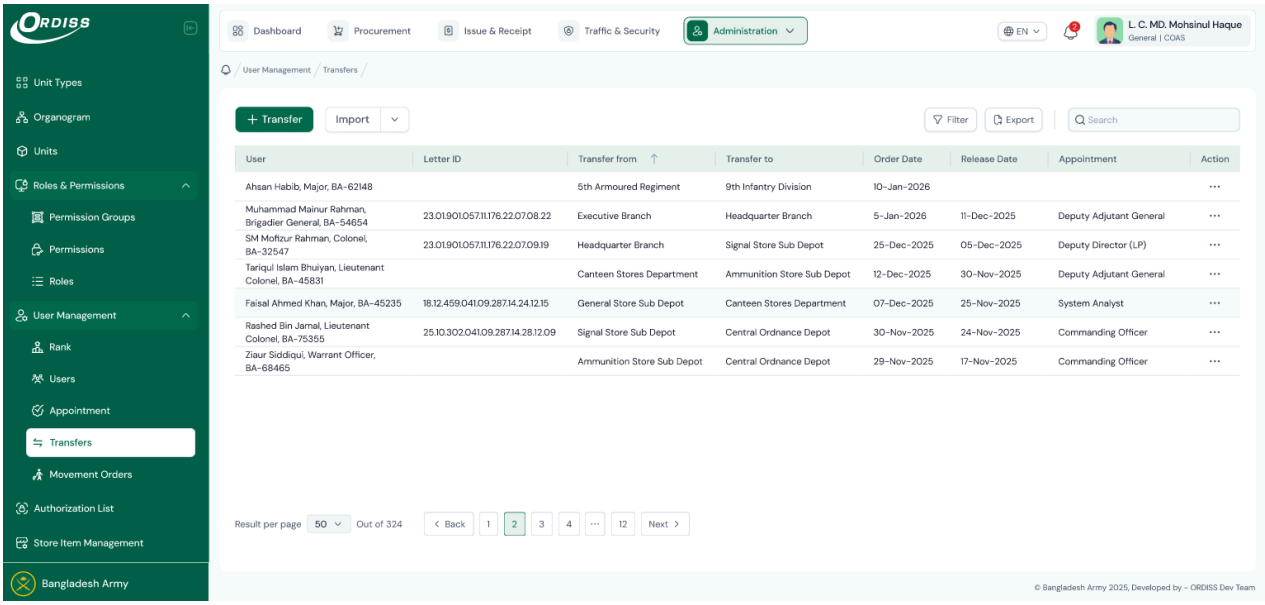


3.6.12.3: External Transfer Landing Page

- **Use Case ID:** UC-038
- **Use Case Name:** External user transfer landing page
- **Primary Actor:** Super Admin
- **Description:** Super admin logged in to the system and after clicking on User Management-> 'Transfers', super admin will find a grid of External transfer landing pages.
    - Top of the page: navigation
    - On top of the grid: Transfer, Import, Filter: Unit, Rank, Date range, Movement order (yes/no), Export & search button.

- Grid columns: User Details (with name, rank & BA number), Letter ID, Transfer From, Transfer To, Order Date, Release Date, Appointment & Action button.
- Action Button: Create Movement Order, View Attachment, Edit & Delete
- If Movement Order is created-> show 'View Movement Order' & Release date will be updated in the 'Release Date' column.
- Edit and Delete is only possible if movement order is not created.
- Bottom of the page: Pagination

3.6.12.3.1: UI



3.6.12.4: Create External Transfer

- **Use Case ID:** UC-039
- **Use Case Name:** Create External Transfer

- **Primary Actor:** Super Admin
- **Description:** Super admin logged in to the system and after clicking on User Management-> 'Transfers'-> Transfer button, super admin will find a page to create External transfer.
    - Top of the page: navigation
    - For external transfer, 'Sub-unit' & 'Appointment' may or may not be defined.
    - If super admin redirects to User management-> Users-> Transfer & clicks on it, he will find a page where user details (EN & BN) will be auto filled.
    - Edit and Delete is only possible if movement order is not created.
    - Movement order will be created against External Transfer
    - Bottom of the page: Save & Cancel Button

<u>Post Action:</u>

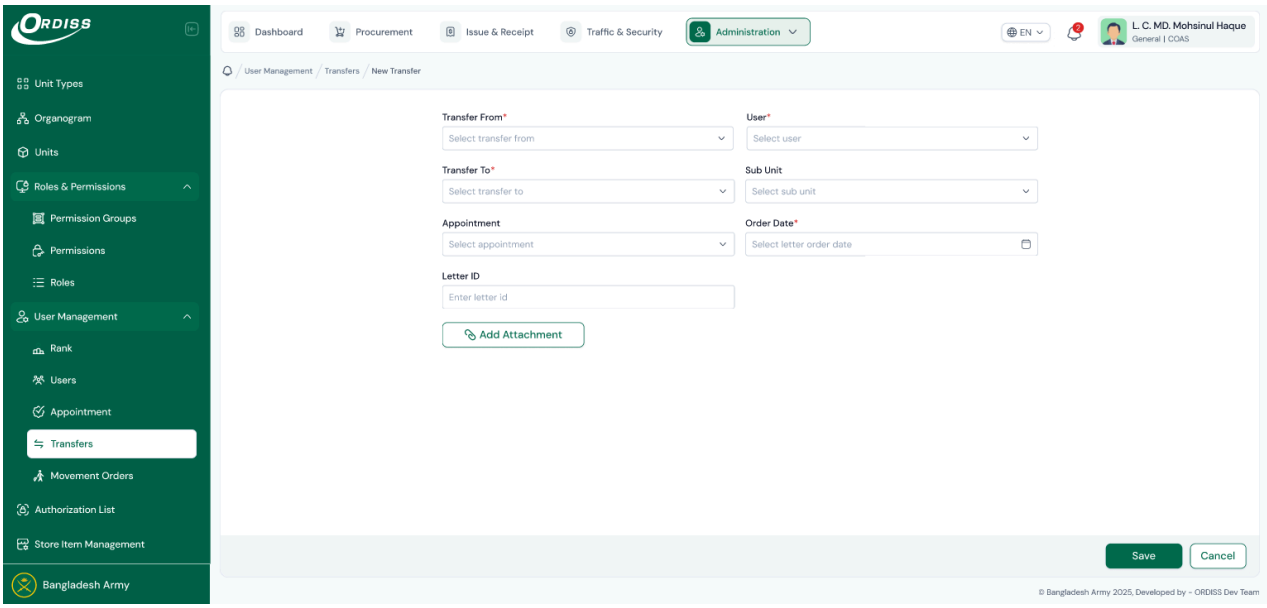
- After the external transfer by super admin, the concerned unit admin has to generate the movement order.

The following columns with corresponding data type will be considered while creating the External Transfer

Name	**Data Type**	**Is Mandatory**	**Description**	**Options**
Transfer From	Option (Single Valued)	Yes	All Units	
User	Option (Single Valued)	Yes	All Users	With filter, searching
Transfer To	Option (Single Valued)	Yes	All Units	
Sub-Unit	Tree View	No	Unit wise	
Appointment	Varchar (512)	No	Sub-Unit wise	
Order Date	Date Picker	Yes		
Letter ID	Option (Single Valued)	No		

Add Attachment		No		.pdf, .doc, .png, .jpeg

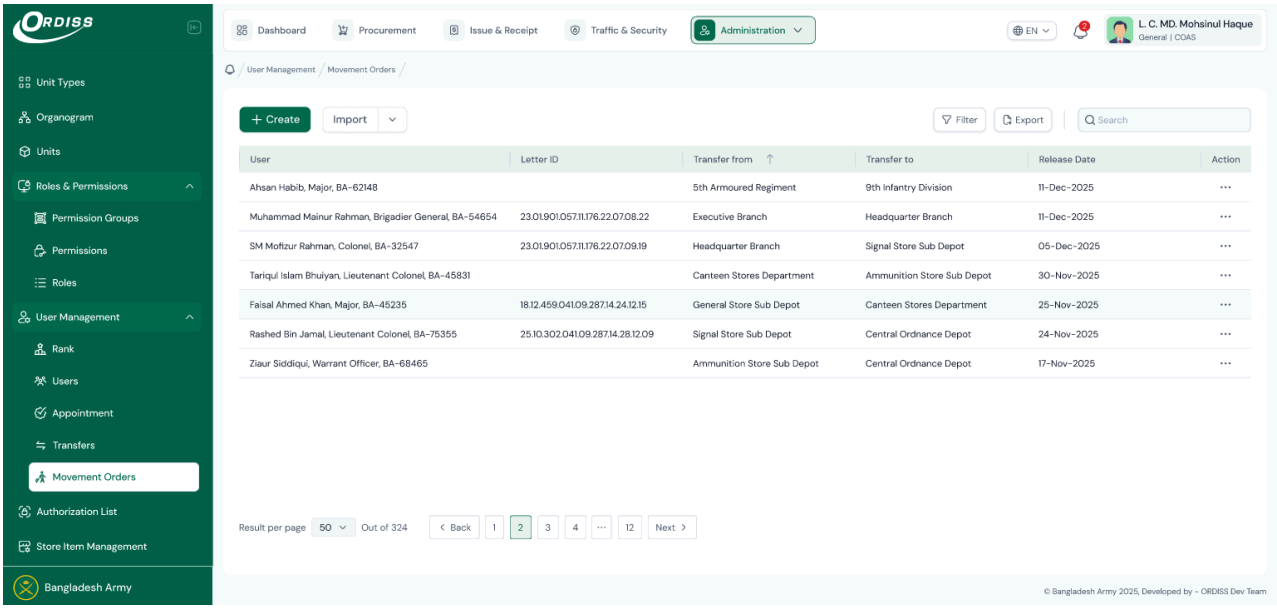
3.6.12.4.1: UI



3.6.12.5: Movement Orders Landing Page

- **Use Case ID:** UC-040
- **Use Case Name:** Movement orders landing page
- **Primary Actor:** Unit Admin
- **Description:** Unit admin logged in to the system and after clicking on User Management-> 'Movement Orders', unit admin will find a grid of movement order .
    - Top of the page: navigation
    - On top of the grid: Create, Import, Filter, Export & search button.
    - Grid columns: User Details (with name, rank & BA number), Letter ID, Transfer From, Transfer To, Release Date & Action button.
    - Action Button: View Transfer, View Attachment, Edit & Delete
    - **Super admin will not be able to see the Movement order and will not perform Movement Order actions**
    - Bottom of the page: Pagination

3.6.12.5.1: UI



3.6.12.6: Create Movement Orders

- **Use Case ID:** UC-041
- **Use Case Name:** Create Movement Orders
- **Primary Actor:** Unit Admin
- **Description:** Unit Admin logged in to the system and after clicking on User Management-> 'Movement Orders'-> 'Create' button, unit admin will find a page to create movement order.
    - Top of the page: navigation
    - Movement order will be created against External Transfer
    - **Super admin will not be able to create movement order**
    - When the unit admin selects any user from the 'User' field, the corresponding Unit (from transfer order) will be available in the 'Transfer To' field.
    - Bottom of the page: Save & Cancel Button

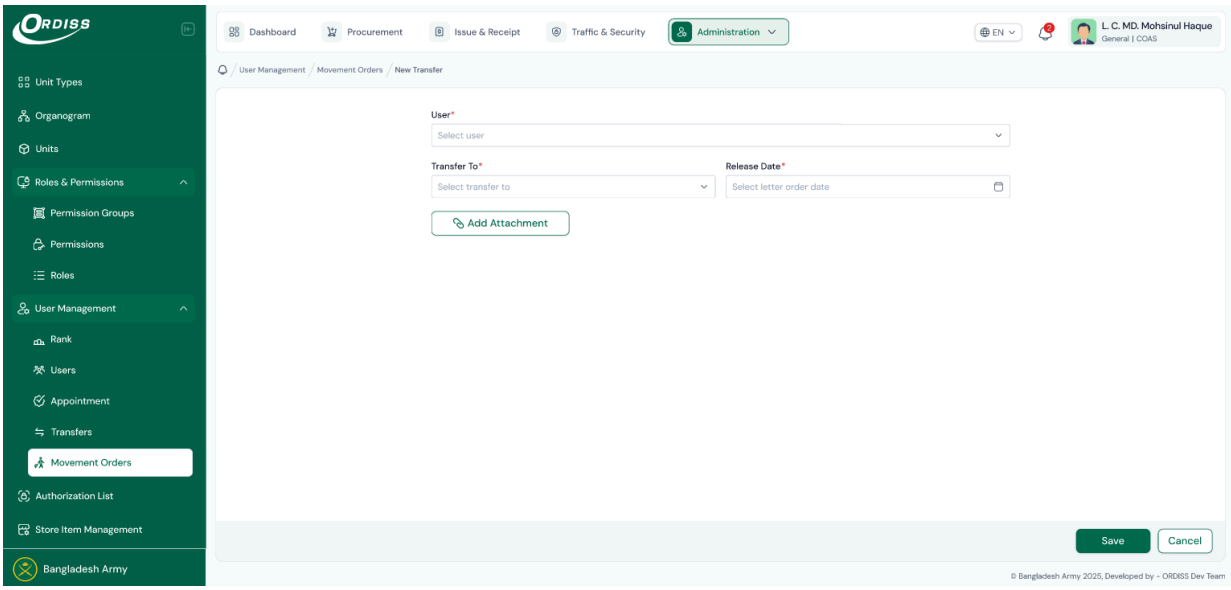
<u>Post Action:</u>

- After releasing the movement order, the concerned user will be unable to login till the next appoitment available.

The following columns with corresponding data type will be considered while creating the Movement Order

Name	Data Type	Is Mandatory	Description	Options
User	Option (Single Valued)	Yes	All the user under the same Unit with transfer order available	With searching
Transfer To	Option (Single Valued)	Yes		
Release Date	Date Picker	Yes		
Add Attachment		No		.pdf, .doc, .png, .jpeg

3.6.12.6.1: UI

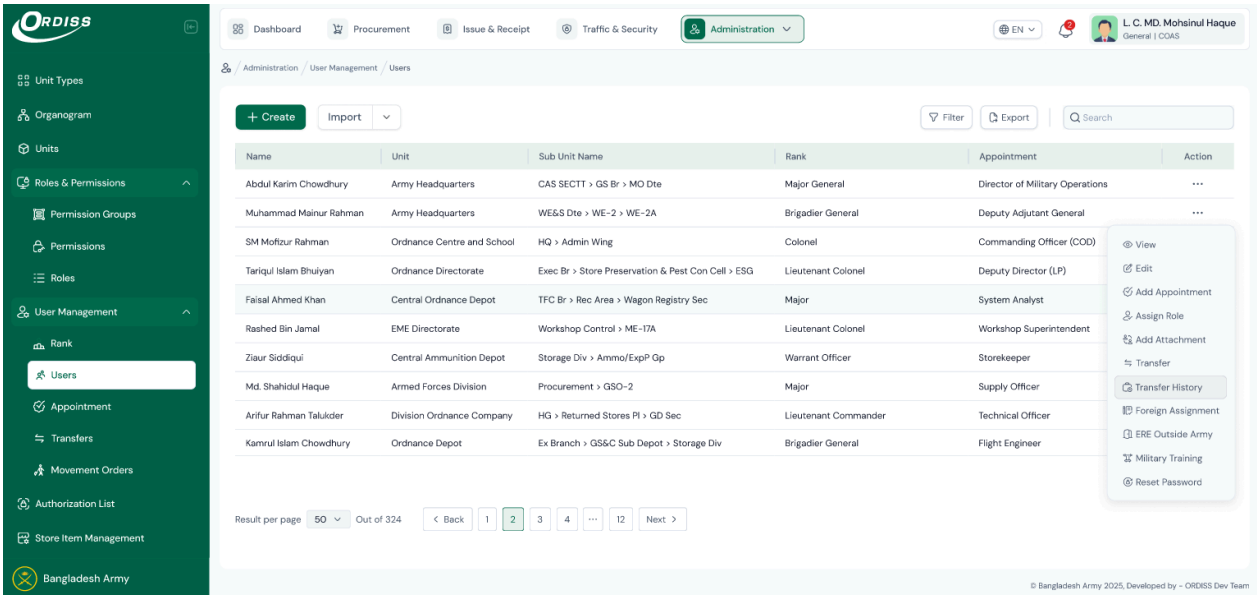


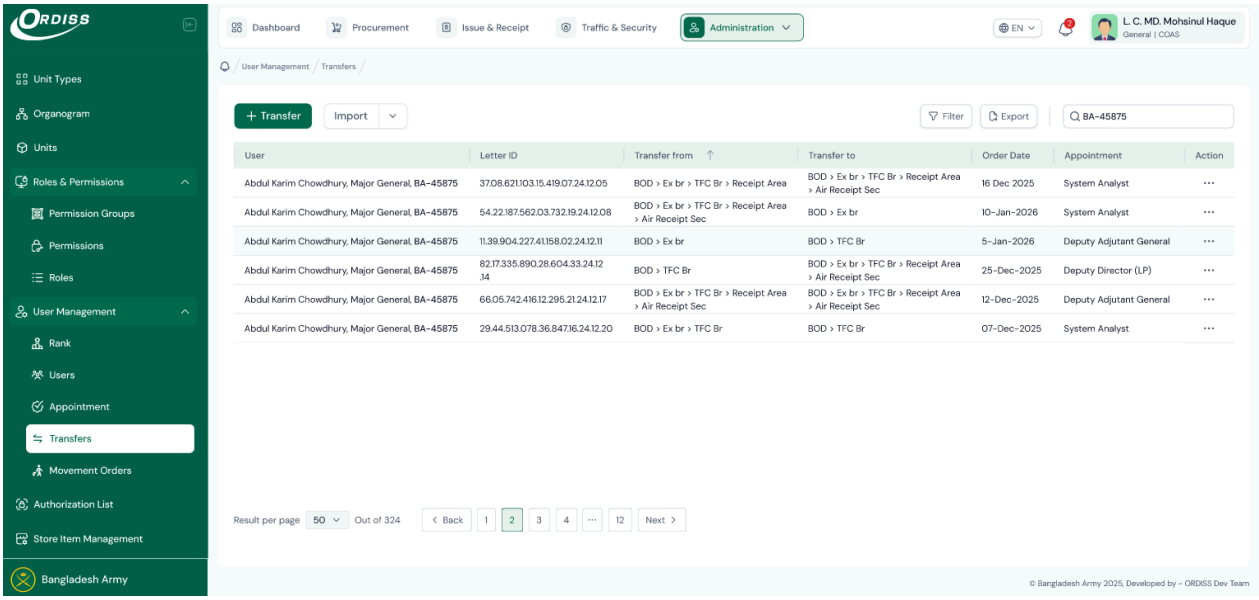
3.6.13: Transfer History

- **Use Case ID:** UC-042
- **Use Case Name:** Transfer History of the user
- **Primary Actor:** Super Admin/Unit Admin

- **Description:** When Super Admin/Unit Admin clicks on User Management-> Users->"Transfer History", he will be redirected to the Transfer grid with **default search applied with the user's BA number. e.g. BA-65427**
    - Top of the page: navigation
    - On top of the grid: Transfer, Import, Filter, Export & search button.
    - From the 'Transfer' button, it is possible to create a new Internal/External transfer for that user.
    - Grid columns: User Details (with name, rank & BA number), Letter ID, Transfer From, Transfer To, Order Date, Appointment & Action button.
    - Action Button: View Attachment, Edit & Delete
    - Bottom of the page: Pagination

3.6.13.1: UI





3.7 Store House Management

The Store House Management in ORDISS provides a structured, hierarchical framework for organizing physical inventory storage within Sub-Depots, following the sequence: Sheds → Zones → Racks → Shelves → Bins. This module supports both Store Keepers (operating within their assigned Sub-Depot) and administrative users (Super Admin, Unit Admin, Commandant) with role-based access and contextual visibility.

Each Shed is defined as a logical child node under a Sub-Depot in the Organogram, with its allowable Store Items configured via "Configure Store Items" and authorized personnel assigned through "TO&E (Manpower)". This ensures that users can only view or manage storage entities they are appointed to, enforcing strict operational segregation.

All naming and description fields support English and Bangla, and dimensional validations maintain spatial integrity. The module also includes bulk copy functionality for Shed, Zone, Racks, Shelves, and Bins

3.7.1: Sheds Landing Page

- **Use Case ID:** UC-043
- **Use Case Name:** Sheds Landing Page
- **Primary Actor:** Store Keeper, Super Admin, Unit Admin, Commandant
- **Description:** Displays a grid of Sheds under the selected Sub-Depot.
    - Store Keeper: Sees only their assigned Sub-Depot's-> **Sheds**. Items will be available based on Shed's wise configuration.
    - Admin Roles: Can filter by Unit and Sub-Unit.
    - On top of the grid: Create Shed, Import, Export, Filter, Search
    - Action: Edit, Delete, Zone → Navigate to Zone grid filtered by selected Shed

Grid Columns:

Column Name	Store Keeper	Super Admin
Unit Name	No	Yes
Sub-Depot Name	No	Yes
Shed Name (EN & BN)	Yes	Yes
Shed Description (EN & BN)	Yes	Yes
Item Category	Yes	Yes
No of Zones	Yes	Yes
Action	Yes	Yes

3.7.2. Create Shed

- **Use Case ID:** UC-044
- **Use Case Name:** Create Shed
- **Primary Actor:** Super Admin, Unit Admin
- **Description:** Super Admin/Unit Admin logged in to the system and after clicking on Store House Management-> 'Shed's'-> 'New Shed' button, the admin will find a page to create sheds.
    - Opens a form to create a new Shed. Super Admin have to select the sub-unit (sub-depot) from the organogram tree with other fields to create Shed's. Categories will be available based on the selected node (sub-depot).
    - Sheds might also be created under Organogram → Sub-Unit (Sub-Depot) which will be available in the Shed's grid and Category needed to define against shed's.

Form Fields:

Name	Data Type	Is Mandatory	Description	Options
Organogram tree	tree	Yes	With unit and sub unit (sub-depot) (only for super admin)	
Shed Name	Text (256)	Yes		

((ENG & BAN))				
Shed Description (ENG & BAN)	Text (512)	No		
Item Category	Dropdown (Multi-select)	Yes	Opens side drawer to select categories	

Post Action:

- Shed appears in grid
- Linked to Sub-Depot in Organogram

3.7.3. Edit/Delete Shed

- **Use Case ID:** UC-045
- **Use Case Name:** Edit/Delete Shed
- **Primary Actor:** Super Admin, Unit Admin
- **Description:**
    - Edit: Modify Shed name, description, or item categories.
    - Delete: Hard delete only if no Zones exist under the Shed. Confirmation modal required.

3.7.4: 'Zone' Landing Page

- **Use Case ID:** UC-046
- **Use Case Name:** 'Zone' Landing Page
- **Primary Actor:** Store Keeper, Super Admin, Unit Admin
- **Description**: Displays a grid listing all Zones under a selected Shed. The visibility and content of the grid are role-dependent:
    - Store Keeper: Views only Zones under their assigned Sub-Depot and Shed (Shed is pre-filtered; no Shed selection dropdown is shown).
    - Super Admin, Unit Admin, and Commandant: Can navigate across Units and Sub-Depots; the grid includes the Shed Name column for context and supports filtering by Shed.
    - Action Buttons: Edit, Delete, Create Rack-> redirect to 'Create Rack' form

➔ **Grid Columns:**

- Shed Name
- Zone Name (EN & BN)
- Zone Description (EN & BN)
- Dimension (L×W×H)
- No. of Racks
- Action

3.7.5. Create 'Zone'

- **Use Case ID:** UC-047
- **Use Case Name:** Create Zone
- **Primary Actor:** Store Keeper, Super Admin, Unit Admin
- Description: Creates a new Zone under a Shed. Store Keeper sees Shed pre-filled; Admin roles select via dropdown.

Form Fields:

Name	Data Type	Is Mandatory	Description	Options
Shed Name (ENG & BAN)	Dropdown	Yes	Not available for store keeper; pre-defined	
Zone Name (ENG & BAN)	Text (256)	Yes		
Description (ENG & BAN)	Text (256)	No		
Length (m)	Decimal	Yes		Must be > 0
Width (m)	Decimal	Yes		Must be > 0
Height (m)	Decimal	Yes	Opens side drawer to select categories	Must be > 0

3.7.6: 'Rack' Landing Page

- **Use Case ID:** UC-048
- **Use Case Name:** 'Rack' Landing Page
- **Primary Actor:** Store Keeper, Super Admin, Unit Admin
- Description: Displays a grid listing all Racks under a selected Zone. The visibility and content of the grid are role-dependent:
    - Store Keeper: Views only Racks under their assigned Shed's and Zone.
    - Super Admin, Unit Admin, and Commandant: Can navigate across Units and Sub-Depots;
    - Clicked on 'Number of Shelf-> will redirect 'Shelf' grid.
    - Action Buttons: Edit, Delete, Create Shelf
        - Clicked on 'Create Shelf'-> will redirect to the 'Create Shelf' form with 'Rack' selected.
        - Rack Copy: When clicked on Copy Rack the following things will happen:

        - The no. of copies field will appear
        - Based on the given numbers, new rack will be added in the grid containing the same attributes of the existing rack
        - The user will provide the new rack ID.

➔ **Grid Columns:**
    - Zone Name
    - Rack ID
    - Dimension (L×W×H)
    - No. of Shelf
    - Action

3.7.7. Create 'Rack'

- **Use Case ID:** UC-049
- **Use Case Name:** Create 'Rack'
- **Primary Actor:** Store Keeper, Super Admin, Unit Admin
- Description: Creates a Rack within a Zone. Rack ID is user-defined and unique per Zone.

Form Fields:

Name	Data Type	Is Mandatory	Description	Options
Zone Name	Dropdown	Yes		
Rack ID	Text (20)	Yes		
Length (m)	Decimal	Yes		Must be > 0
Width (m)	Decimal	Yes		Must be > 0
Height (m)	Decimal	Yes		Must be > 0
No of Copy	Number	Yes		Must be > 0

No of Copy: When clicked on Copy Rack, the following things will happen:
    - The no. of copies field will appear
    - Based on the given numbers, new rack will be added in the grid containing the same attributes of the existing rack
    - The user will provide the new rack ID.

3.7.8. Create 'Shelf'

- **Use Case ID:** UC-050
- **Use Case Name:** Create 'Shelf'

- **Primary Actor:** Store Keeper, Super Admin, Unit Admin
- **Description**: Creates a Shelf under a selected Rack. Shelf ID is auto-generated but editable.

Form Fields:

Name	Data Type	Is Mandatory	Description	Options
Rack ID	Text (20)	Yes	Parent Rack	Pre-filled from context
Shelf ID	Text (20)	Yes		
Length (m)	Decimal	Yes		Must be > 0
Width (m)	Decimal	Yes		Must be > 0
Height (m)	Decimal	Yes		Must be > 0
No of Copy	Number	Yes		Must be > 0

No of Copy: When clicked on Copy Shelf, the following things will happen:

- The no. of copies field will appear
- Based on the given numbers, new shelf will be added in the grid containing the same attributes of the existing rack
- Shelf ID is auto-generated but editable.
- After clicking on the Save button, the user will redirect to the 'Shelf' grid.

Validation: Shelf dimensions must not exceed parent Rack dimensions.

3.7.9. Create 'Bin'

- **Use Case ID:** UC-051
- **Use Case Name:** Create 'Bin'
- **Primary Actor:** Store Keeper, Super Admin, Unit Admin
- Description: Creates a Bin under a selected Shelf. Bin ID is auto-generated but editable.

Form Fields:

Name	Data Type	Is Mandatory	Description	Options

Shelf ID	Text (20)	Yes	Parent Shelf	Pre-filled from context
Bin ID	Text (20)			
Length (m)	Decimal	Yes		Must be > 0
Width (m)	Decimal	Yes		Must be > 0
Height (m)	Decimal	Yes		Must be > 0
No of Copy	Number	Yes		Must be > 0

No of Copy: When clicked on Copy Bin, the following things will happen:

- The no. of copies field will appear
- Based on the given numbers, new bin will be added in the grid containing the same attributes of the existing rack
- Bin ID is auto-generated but editable.
- After clicking on the Save button, the user will redirect to the 'Bin' grid.

Validation: Bin dimensions must not exceed parent Shelf dimensions.

3.8 Store Item Management

The Store Item Management module in ORDISS enables precise classification, configuration, and retrieval of inventory items through a flexible, hierarchical taxonomy. It supports five core sub-menus: **Category, Vocab, Store Item, Dynamic Properties,** and **Store Item Configuration.**

This module operates under the **Administration** menu and is accessible to **Store Keepers, Commandants, Unit Admins and Super Admins,** with consistent functionality across roles.

All naming and description fields support **English** and **Bangla**, except for system codes (e.g., Category Code), which are English-only. Items are logically grouped using **Generic Names** (e.g., "Shoes Canvas" for all size variants), while **Vocab** serves as a standardized reference imported from external Excel sources.

Dynamic Properties (DPs) allow custom metadata per category (e.g., Caliber, Voltage, Shoe Size), supporting data types like Text, Number, Boolean, and List. Store Items inherit DPs from their assigned Category, enabling powerful filtering and reporting.

Editing or deleting any entity (Category, Vocab, Store Item) is **blocked if it is "used anywhere"**—i.e., assigned to a Bin, referenced in an Indent/Issue, or present in any transactional report.

3.8.1: Category Landing Page

- **Use Case ID:** UC-052
- **Use Case Name:** Category Landing Page
- **Primary Actor:** Store Keeper, Super Admin, Unit Admin
- **Description:** Displays a hierarchical, expandable grid of Categories and Sub-Categories. Users can navigate the tree structure to locate or manage classification nodes.
- **On top of the grid:** Breadcrumb, Create, Import/Export, Filter, Search
- **Action Menu per Row:**
    - Create Sub-Category
    - Edit *(Code disabled if used)*
    - Config. Dynamic Properties → Redirects to DP grid filtered by this Category
    - Delete *(disabled if used)*
- **Grid Columns:**
    - Category Name
    - Code
    - Description
    - Parent
    - Action

3.8.2: Create Category

- **Use Case ID:** UC-053
- **Use Case Name:** Create Category
- **Primary Actor:** Store Keeper, Super Admin, Unit Admin
- **Description:** Opens a form to define a new Category or Sub-Category. Root categories have no parent; sub-categories must select a parent.
- **Form Fields:**

Name	Data Type	Is Mandatory	Description	Options
Name (EN & BN)	Text (256)	Yes	Display name in both languages	—
Code (EN only)	Text (50)	Yes	System-wide unique ID	Alphanumeric, no spaces

Description (EN & BN)	Text (512)	No	Optional details	—
Parent	Dropdown	No	Only shown when creating sub-category	Tree of existing categories

- **Post Action**
    - New category appears in grid
    - Available immediately for Vocab mapping and Store Item creation

3.8.3: Vocab Landing Page

- **Use Case ID:** UC-054
- **Use Case Name:** Vocab Landing Page
- **Primary Actor:** Store Keeper, Super Admin, Unit Admin
- **Description:** Displays standardized item references imported from Excel. No manual creation—only import and view.
- **On top of the grid:** Breadcrumb, Import/Export, Filter, Search
  (Note: "Create" is not applicable for vocab)
- **Action Menu per Row:**
    - View → A screen showing all Vocab Excel columns in read-only form
- **Grid Columns:**
    - Category (Existing category associated with the Vocabs)
    - Vocab
    - Group
    - CatPt No.
    - Existing Nomenclature
    - Accounting Unit (A/U)
    - Action

3.8.4: Store Item Landing Page

- **Use Case ID:** UC-055
  Use Case Name: Store Item Landing Page
  Primary Actor: Store Keeper, Super Admin, Unit Admin
  Description: Lists all store items within the user's organizational scope. Items are created by combining Vocab, Category, and user-defined attributes.
- **On top of the grid:** Breadcrumb, Create, Import/Export, Filter, Search
- **Action Menu per Row:**
    - Edit (disabled if used)
    - Add to Indent (stub for future integration)
    - Delete (disabled if used)

- **Grid Columns:**
    - Category
    - Vocab
    - CatPt No.
    - Nomenclature
    - Generic Name
    - A/U
    - Control Type
    - Is Main Equipment
    - Is Bulk
    - Action

3.8.5: Create Store Item

- **Use Case ID:** UC-056
- **Use Case Name:** Create Store Item
- **Primary Actor:** Store Keeper, Super Admin, Unit Admin
- **Description:** Creates a specific instance of an item by linking to Vocab and enriching with operational metadata.
- **Form Fields:**

Name	Data Type	Is Mandatory	Description	Options
Vocab	Tree Dropdown	Yes	Category → Sub-Category → Vocab	Auto-fills CatPt, A/U, Category
CatPt No.	Text (50)	Yes	Editable override	—
Category	Text	Yes	Auto-filled from Vocab	Read-only
Nomenclature	Text (256)	Yes	Item Name (user-defined)	e.g., “Engine Oil 10W-40 (Test Batch)”
Generic Name	Text (100)	Yes	Autocomplete from existing values	First entry creates new group

Accounting Unit (A/U)	Text/Dropdown	Yes	Editable	—
Control Type	Dropdown	Yes	e.g., Stock, Restricted	Predefined list
Is Main Equipment	Checkbox	No	—	If unchecked, shows Main Equipment dropdown
Is Bulk	Checkbox	No	—	—

- **Post Action:**
  - Item appears in Store Item grid
  - Available for assignment to Bins (in Store House module)

3.8.6: Dynamic Properties (DP) Landing Page

- **Use Case ID:** UC-057
- **Use Case Name:** Dynamic Properties Landing Page
- **Primary Actor:** Store Keeper, Super Admin, Unit Admin
- **Description:** Manages reusable custom attributes that can be attached to Categories.
  - On top of the grid: Breadcrumb, Create, Filter, Search
  - Action Menu per Row:
    - Edit,
    - Delete
- **Grid Columns:**
  - Name
  - Description
  - Type
  - Action

3.8.7: Create Dynamic Property

- **Use Case ID:** UC-058
- **Use Case Name:** Create Dynamic Property
- **Primary Actor:** Store Keeper, Super Admin, Unit Admin
- **Description:** Defines a new custom attribute for using in Categories.
- Form Fields:

Name	Data Type	Is Mandatory	Description	Options
Name (EN & BN)	Text (100)	Yes	Display name	—
Description (EN & BN)	Text (256)	No	Usage guidance	—
Type	Dropdown	Yes	Determines input control	Text, Number, Date, Boolean, List (Single/Multi)
Options	Conditional Field	If Type = List	Key-value pairs for dropdown	Format: Name (label) + Value (stored)

- **Post Action:**
  - DP appears in DP grid
  - Can be attached to Categories via "Config. DP" action

3.8.8: Store Item Configuration

Use Case ID: UC-059
Use Case Name: Store Item Configuration
Primary Actor: Super Admin, Unit Admin
Description: (Future placeholder) This screen will allow global or unit-level configuration of item behavior (e.g., default DP sets, approval rules, provisioning logic).