Functional Requirements

Must Have

- HR:
 - Create an account to hire new employees
 - o Create a draft of the new employee's contract
 - Finalise the contract once the employee has agreed
 - Terminate a contract
 - o Accept employee's modifications to the contract
 - E.g. initial salary steps

• Employee:

- Log in with credentials provided by HR
- Ask to modify contract
 - Contracts should be set in stone and if the employee wants to modify their contract they should make a new one
- Agree on the contract
- View the contract
- Authenticate Users using NetID and password
- Make a distinction between users' role
- Salary steps & scale follow the guidelines set by government

• Contract includes:

- Name of employer
- Name & Address of candidate
- Duration of contract (temporary, part-time, permanent)
- Work Hours per week (min. 8 hours, max. 40 hours)
- Number of vacation/holiday days
- o Pension scheme
- Salary scale & steps
- Additional benefits (e.g. travel allowance, insurance)

Should Have

- HR:
 - Approve employee requests
 - E.g. vacation days, sick leave, maternity/paternity leave
- Employee
 - Ask to terminate their contract
 - Make request for vacation days, sick and maternity leave (yearly vacation days: 15-30)
 - This action can also be done in person rather than through the application

Contract

- o Temporary contracts can't be renewed more than once
- Temporary contracts can't be renewed for more than 5 years
- Contracts can start only on the 1st or the 15th of each month

Could Have

HR:

- Notify the employees with a close-to-terminate contract before the end date of the contract
 - This action can be done in person rather than through the application
- Promote employees (possibly after recommendation from Dean)
 - E.g. from associate to full professor

• Employee:

• Ask for documents and certificates (contract, salary slips, proof of enrollment)

Won't Have

- GUI
- Private messaging
 - The purpose of this application is to manage people rather than communicate between them

Non-functional Requirements

- Built with Spring Boot and Gradle
- Use microservice architecture
- Microservices must be scalable
- Application works solely with the terminal (does not include a GUI)
- Should be scalable
- Written in Java 11
- Design with modularity in mind (system should be extendable with extra functionality at a later stage)
- Support easy integration with 3rd party systems using an API