Phase 2: Org Setup & Configuration

1. Salesforce Edition

Use a Developer Edition Org (free). This acts as our project environment.

2. Company Profile Setup

Path: $\blacksquare \blacksquare$ Setup \rightarrow Company Settings \rightarrow Company Information.

Fill in:

Company Name: Membership & Subscription Manager

• Time Zone: Asia/Kolkata (for India)

• Currency: INR (■) (or USD if needed).

3. Business Hours & Holidays

Path: Setup \rightarrow Company Settings \rightarrow Business Hours.

Create:

• Name: Default Hours

• Time: 9:00 AM - 6:00 PM (Mon-Fri).

Add Holidays: (e.g., Jan 26 Republic Day, Aug 15 Independence Day).

4. Fiscal Year Settings

Path: Setup \rightarrow Company Settings \rightarrow Fiscal Year.

Select Standard Fiscal Year (Jan–Dec). ■ Useful later for Revenue Reports.

5. User Setup & Licenses

Path: Setup \rightarrow Users \rightarrow New User.

Create users:

- Admin (You) → System Administrator
- ullet Agent o Standard User Profile
- ullet Manager o System Administrator or Custom Profile

6. Profiles

Agent Profile:

- Can create/manage subscriptions.
- · Cannot edit sharing rules.

Manager Profile:

Full Access → can approve, manage reports, invoices.

7. Roles

Path: Setup \rightarrow Roles \rightarrow Set up Roles.

Create hierarchy:

- Manager (Top).
- Agents (Below Manager).

■ Ensures record visibility flows upward.

8. Permission Sets

If Agents need extra access (like Reports), create a Permission Set instead of modifying profile.

9. Org-Wide Defaults (OWD)

Path: Setup → Sharing Settings.

Set defaults:

• Member Object: Public Read Only.

Subscription Object: Private → Only Owner & Manager can see.

• Invoice Object: Private.

10. Sharing Rules

If needed, create rule:

Example: All Agents can view each other's subscriptions.

11. Login Access Policies

Restrict login hours for Agents \rightarrow 9:00 AM - 6:00 PM.

■ Prevents unauthorized access after hours.

12. Dev Org Setup

Treat this as sandbox. We build & test features here.

13. Deployment Basics (Future Step)

If this were real, we'd:

- Build in Sandbox.
- Move to Production using Change Sets.