Strive – Functional Requirement Specification

Module Name: Admin Module

Document Name: Functional Requirement Specification

Version No: Version_0.6

Date	Version	Description	Author's	Reviewed by	Approved by
09/19/2019	0.1	Initial Draft – Admin Module	Madhuri	Ramkumar Rajendran	Seth Narayanan
09/29/2019	0.2	Updated FRS to include Setup	Madhuri	Ramkumar Rajendran	Seth Narayanan
09/30/2019	0.3	Updated Mocks	Madhuri	Ramkumar Rajendran	Seth Narayanan
10/23/2019	0.4	Updated FRS based on client feedback	Madhuri	Ramkumar Rajendran	Seth Narayanan
10/30/2019	0.5	Updated FRS based on internal feedback	Madhuri	Ramkumar Rajendran	Seth Narayanan
11/18/2019	0.6	Updated Mocks and Company Name	Madhuri	Ramkumar Rajendran	Seth Narayanan

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Date of Submission: 10/30/2019

CR 1 Introduction:

This document provides a high-level overview of the Internal Web App Admin module.

CR 1.1 Navigation

The user will have access to open the Strive app from any browser in the Desktop. On opening the app, the user will be navigated to the login page and can use appropriate credentials to login to the Internal Web App. The user will be navigated to the home screen upon logging in the portal.

CR 1: Login page

CR 2: Login Page -> Home-> Admin

CR 2 Login Page

The login page will display fields ‘Username’ and ‘Password” and login button.

CR 2.1 Exception Handling

Description	Activity	Post Condition
Incorrect Username or Password	System alerts user with warning message “**Username or password was incorrect.**”	Screen refreshes and loads the login page.
Username or Password not entered	System alerts user with warning message “**Username or password was incorrect.**”	Screen refreshes and loads the login page.

CR 3 Admin – Internal Web App

The Strive internal web application can be accessed from any of the following browsers:

1. Safari
2. Chrome
3. Firefox
4. Edge

Upon successful login, the user will be navigated to the Home screen by default. The navigation bar for the entire web application will display the 9 icons specified below depending on the user roles.

1. Home
2. Washes
3. Detail
4. Sales
5. Messenger
6. Checkout
7. Payroll
8. Reports
9. Admin

There are 4 user roles that can access this internal web application:

1. Admin
2. Owner/Operator
3. Manager
4. Cashier

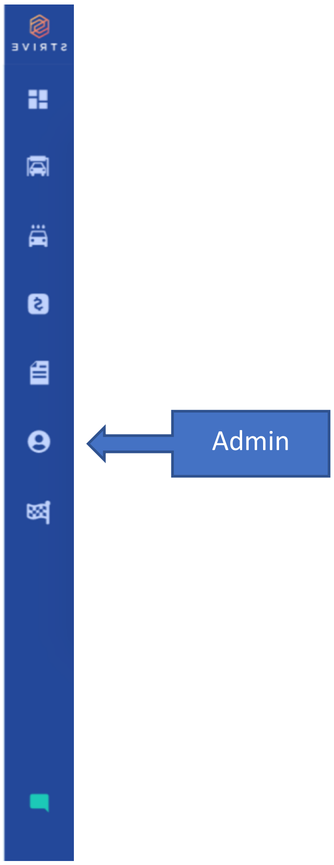
Depending on the user role, the users will either have access to the entire application or will have access to specific restricted modules in the application.

Admin and Owner/Operator User Roles will have complete access to the entire application as mentioned above. Manager and Cashier User Roles will have access to only the following modules in the web application and will not have access to the Payroll and Admin Modules:

1. Home/Dashboard
2. Checkout
3. Messenger
4. Sales
5. Washes
6. Details
7. Reports

This document will describe in detail about the Admin Module in the Internal Web Application for Strive.

Upon successful login, all users will be navigated by default to the Home Module in the Strive Web Application. The Admin and Operator/Owner user shall be able to navigate to the Admin Module by selecting the Admin icon on the navigation bar as shown below:



The admin module will include the following functionalities for Admin and Operator/Owner user roles.

1. Setup Cash Register
    - i. Cash in Register at start of sales in Morning setup info
    - ii. Temperature Info
        1. Probability of Rain (API weather for the day from Weather Channel)
    - iii. Prediction Feature
        1. Displays Average Washes last week this day with % of rain
        2. Displays Average Washes last month this day with % rain
        3. Displays Average Washes last 3 months this day with % rain
        4. Prediction of total no of cars that will be washed current day based on the past historical data. – Daily Target
2. Close Out Register
    - i. Cash in Register at start of sales in Evening while closing register info
    - ii. Save
3. Time Clock Maintenance
    - a. Week List
        - i. Select Week/Week No.
    - b. Employee List
        - i. Select Employee
        - ii. Delete

iii. Add Name
c. Time Card
i. Day/Date Grid
1. In Time
2. Out Time
3. Daily
4. Total
5. Paid
6. Save Card
7. Balance Due Info
8. Bonus Info
9. Adjust/Update Employee Time Info
4. Employees
a. Add Employee
b. Edit/View Employee
c. Details
d. Uniforms
e. Collisions
f. Adjustments/Bonus
g. Employee Scheduling
i. Choose Store Location
ii. Choose Employee
5. Clients
6. Vehicles
7. Gift Cards
8. System Setup
a. Basic Setup
b. Service Setup
c. Product Setup
d. Supplier Setup

CR 3.1 Setup Register

CR 3.1.1 Cash Register

Manager/Cashier Users will be able to input the total amount of cash available every morning at the beginning of the day. The user must update the cash register every day and the date will be specified above in the module. The user shall be able to input the following data:

i. Coins – All the fields under coins will accept only a numeric value and by default the values will be 0. The field will not accept float values.
a. Pennies – This field corresponds to number of 1 cent's available in the register in the morning before sale.

b. Nickels – This field corresponds to number of 5 cents available in the register in the morning before sale.
c. Dimes - This field corresponds to number of 10 cents available in the register in the morning before sale.
d. Quarters - This field corresponds to number of 25 cents available in the register in the morning before sale.
e. Half Dollars - This field corresponds to number of 50 cents available in the register in the morning before sale.

ii. Bills - All the fields under "Bills" will accept only a numeric value and by default the values will be 0. The field will not accept float values.
  a. 1's - This field corresponds to number of one dollar bills available in the register in the morning before sale.
  b. 5's - This field corresponds to number of 5 dollar bills available in the register in the morning before sale.
  c. 10's - This field corresponds to number of 10 dollar bills available in the register in the morning before sale.
  d. 20's - This field corresponds to number of 20 dollar bills available in the register in the morning before sale.
  e. 50's - This field corresponds to number of 50 dollar bills available in the register in the morning before sale.
  f. 100's - This field corresponds to number of 100 dollar bills available in the register in the morning before sale.

iii. Rolls - All the fields under "Rolls" will accept only a numeric value and by default the values will be 0. The field will not accept float values.
  a. Pennies – Total Number of Pennies rolls available
  b. Nickels – Total Number of Nickels rolls available
  c. Dimes – Total Number of Dime rolls available
  d. Quarters – Total Number of Quarter rolls available

iv. High Temperature - The user shall be able to input the temperature for the day in the text box field provided.

v. % Rain – The user shall be able to input the percentage of rain predicted for the day.

vi. Goal – The user shall be able to input the goal/ daily target no. of washes for the day in the text field provided. This goal will be displayed in the "Hourly Wash Report".

Once the user enters valid amounts in the above fields, the system will auto-calculate the Total amount and the user shall be able to save the information by selecting the "Save" button.

CR 3.1.2 Temperature Analysis Dashboard

The system will display the following parameters as a dashboard overview of the temperature prediction analysis for the current date:

1. Probability of Rain (weather for the day from Weather Channel) – Displays the percentage probability of rain as obtained from the weather channel
2. Prediction Analysis – This will display the following parameters by default for all users:
    a. Average Washes Last Week this day with the % of Rain predicted and actual values
    b. Average Washes Last Month this day with the % of Rain predicted and actual values
    c. Daily Target – This corresponds to the predicted number of car washes for today, this value will be based on the past data.
        i. Daily Target (Prediction required based on Temperature)

CR 3.2. Close Out Register

Manager/Cashier Users will be able to input the total amount of cash available every night at the end of the day. The user must update the cash register every day and the date will be specified above in the module. The user shall be able to input the following data:

i. Coins – All the fields under coins will accept only a numeric value and by default the values will be 0. The field will not accept float values.
    a. Pennies – This field corresponds to number of 1 cent's available in the register in the evening/night after end of sale for the day.
    b. Nickels – This field corresponds to number of 5 cents available in the register in the evening/night after end of sale for the day.
    c. Dimes - This field corresponds to number of 10 cents available in the register in the evening/night after end of sale for the day.
    d. Quarters - This field corresponds to number of 25 cents available in the register in the evening/night after end of sale for the day.

ii. Half Dollars - This field corresponds to number of 50 cents available in the register in the evening/night after end of sale for the day.

iii. Bills - All the fields under "Bills" will accept only a numeric value and by default the values will be 0. The field will not accept float values.
    a. 1's - This field corresponds to number of one dollar bills available in the register in the evening/night after end of sale for the day.
    b. 5's - This field corresponds to number of 5 dollar bills available in the register in the evening/night after end of sale for the day.
    c. 10's - This field corresponds to number of 10 dollar bills available in the register in the evening/night after end of sale for the day.
    d. 20's - This field corresponds to number of 20 dollar bills available in the register in the evening/night after end of sale for the day.
    e. 50's - This field corresponds to number of 50 dollar bills available in the register in the evening/night after end of sale for the day.
    f. 100's - This field corresponds to number of 100 dollar bills available in the register in the evening/night after end of sale for the day.

iv. Rolls - All the fields under "Rolls" will accept only a numeric value and by default the values will be 0. The field will not accept float values.

a. Pennies – Total Number of Pennies rolls available
b. Nickels – Total Number of Nickels rolls available
c. Dimes – Total Number of Dime rolls available
d. Quarters – Total Number of Quarter rolls available

v. Credit Card/Debit Card Amount – This corresponds to the total sales or amount received in Debit/Credit card for the current date.

vi. Pay Outs

Once the user enters valid amounts in the above fields, the system will auto-calculate the Total amount, the difference in amount from the Cash Register from morning before sale indicating to the user if the cash inflow was more or less and by what amount for the current day. Further, the user shall be able to save the information by selecting the "Save" button.

CR 3.3. Time Clock Maintainenace

The user shall be able to review the total duration of time each employee has worked over the last 4 weeks. By default, the system will display the last 4/5 weeks in list view under "Weeks" widget. The user shall be able to select the week for which the timesheet needs to be viewed, and on selection of the desired week, the system will display the list of employees who worked during the selected week. The Employee list display will include the "First Name" and "Last Name" attributes and the user will have the option to delete employees from the list as well. The user will be able to select the desired employee name, and the system will display the time card/sheet for the selected employee, for the selected week with the following details:

1. **Time Card with Employee ID and Employee Name:**
    a. Day – Day of the week
    b. Date – Date of the week
    c. In – Employee In Time
    d. Out – Employee Out Time
    e. Role – Employee Role for the In/Out Time (Detailers maybe washers when they don't have a scheduled detail, and for this purpose, the employees will clock in as a detailer and clock out as a detailer and clock back in as a washer to perform washes and clock out at the end).
    f. Daily – The total time logged for the current date.
    g. Total Hours – The overall total time logged for the current date
    h. Paid – The total hours for which the employee was paid?
    i. Rate – Amount paid per hour
    j. Hours – Total hours worked (Only washes)?
    k. Bonus Hours – Overtime hours worked?
    l. Total Payment- Total Payment to be made for the corresponding number of hours worked.
    m. Bonus – The total bonus payment given to each employee based on the total number of credit card swipes made every week?

n. Details – Total Amount to be paid for the detail services completed by the employee for the week.
o. Uniforms – Total Amount spent for uniforms for the employee
p. Collisions – Total Amount spent on Collisions because of the employee
q. Adjustments – Total Amount in adjustments
r. Grand Total – Overall Total of all the amounts to be paid to the employee for the week.
s. Save Card – The user shall be able to update the "In/Out" Time information, Total Payments and Grand Total values and save the corresponding time card information.

2. **Uniforms** – Total Amount that is required to be paid by the employee for Uniforms/ to be subtracted from the employee's total payment.
3. **Collisions** – Total Amount that is required to be paid by the employee for Collisions/ to be subtracted from the employee's total payment.
4. **Adjustments –** This corresponds to the amount adjusted.

CR 3.4. Employees

This module will be available only to "Operator/Owner" and "Admin" users. The user shall be able to navigate to the Employees screen by selecting the "Employee" option from the "Admin" module. There are 6 different types of users/employee roles and they will be added based on the type of employee. The different types of employees/users are as follows:

1. Washer
2. Detailer
3. Greet Bay
4. Finish Bay
5. Cashier
6. Manager
7. Operator
8. Admin

The system will display the employee list for all the locations with the employee details such as Name, Login id and Status. The user shall be able to perform the following functionalities:

1. View/Edit Employee – The users will be able to view the employee details by selecting the desired employee and navigating to the view/edit employee details screen and the user shall be able to update the info as shown in the mock below.
    a. Employee Info Form – This will display all the employee information such as "First Name", "Last Name", Login ID, Password, Address, Contact Info, Date of Hire, Hourly Rate, Commission (Flat Fee/Percentage?), Tip, SSN, Immigration Status, Gender, Status, Exemptions etc.
    b. New – This will reset the employee form and will allow the user to input all the details like a new employee but will retain any uniform, documents and other collision information.

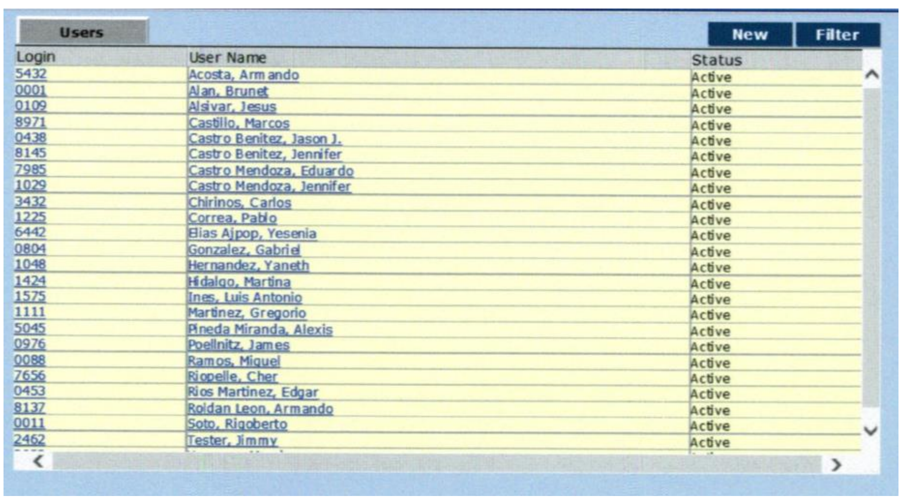
c. Roles – The user shall be able to multiselect select the roles (Washer/Detailer/Greeter/Checkout Station User?/Cashier/Manager/Operator/Admin) from the dropdown that the employee will be working on.
d. Location – The user shall be able to choose the locations where the employee will be working in.
e. Save – The user will be able select "Save" after making any changes to existing employees or adding a new employee. The updated information will be saved against the employee.
f. Done – The user shall be able to select "Done" without selecting "Save" if they want to navigate back to the "Employee List" without saving any information. The user's selection of "Done" after "Save" will navigate the user back to the "Employee List" after saving all the updated information.
g. Delete Employee – The delete employee functionality will be available in the View/Edit Employee Info screen. The users' selection of "Delete" will display a modal window, with a warning message "Are you sure you want to delete "Employee Full Name"? If the user selects "Confirm" the user will be deleted from the system. If the user selects "Cancel" the user will be navigated back to the
h. Uniforms – The user will be able to view and add uniform information such as Item Description, Date, Cost, Quantity, Amount, Balance?
    i. Add Item – This will allow user to add a new uniform item to the Uniforms
i. Collision – The user shall be able to view/edit/add collision information and total amount responsible by employee for the collision damage.
    i. Add Collision – The user shall be able to add a new collision item
j. Documents – The user shall be able to save and view any legal documentation for the employment such as offer letters and any valid immigration documents etc. that will be required. The user shall be able to add and delete documents from this section.
    i. Add Documents – The user shall be able to add new documents.
k. Employee Schedule Info – The user shall be able to view the schedule info of employee selected in this tab. The system will display a calendar view and by default the calendar will be set to "Weekly View" and the user shall have the ability to select "Day", "Month" and "Week" view types. The users' selection of "Day" view type will display the selected employees schedule for the current day. Similarly, the user shall be able to choose "Month" view type to view the employees complete schedule for the current month. The user will only be able to view the schedule here, to make any changes to the schedules, the user will have to navigate to the "Scheduling" module. If there is no schedule for the selected employee, the system will display "No Schedule" indicating that the user has not been assigned anything for the selected day/week/month respectively.

2. Add New Employee - The user shall also be able to add a new employee by selecting the "Add Employee" button and the user will be navigated to the "New User" screen where the user will be able to add all the necessary information and save the following new employees information.

a. Employee Info Form – This will display all the employee information such as “First Name”, “Last Name”, Login ID, Password, Address, Contact Info, Date of Hire, Hourly Rate for Wash, Hourly Rate for Details, Commission (Flat Fee/Percentage?), Tip, SSN, Immigration Status, Gender, Status, Exemptions etc.
b. New – This will reset the employee form and will allow the user to input all the details like a new employee but will retain any uniform, documents and other collision information.
c. Roles – The user shall be able to multiselect select the roles (Washer/Detailer/Greeter/Checkout Station User?/Cashier/Manager/Operator/Admin) from the dropdown that the employee will be working on.
d. Location – The user shall be able to choose the locations where the employee will be working in.
e. Copy – Unsure of this functionality.
f. Save – The user will be able select “Save” after making any changes to existing employees or adding a new employee. The updated information will be saved against the employee. Once a new employee has been created using this functionality, the system will automatically send an email to the new employee requesting to setup their password to use the “Employee App.”
g. Done – The user shall be able to select “Done” without selecting “Save” if they want to navigate back to the “Employee List” without saving any information. The user’s selection of “Done” after “Save” will navigate the user back to the “Employee List” after saving all the updated information.
h. Delete Employee – The delete employee functionality will be available in the View/Edit Employee Info screen. The users’ selection of “Delete” will display a modal window, with a warning message “Are you sure you want to delete “Employee Full Name”? If the user selects “Confirm” the user will be deleted from the system. If the user selects “Cancel” the user will be navigated back to the
i. Uniforms – The user will be able to view and add uniform information such as Item Description, Date, Cost, Quantity, Amount, Balance?
    i. Add Item – This will allow user to add a new uniform item to the Uniforms
j. Collision – The user shall be able to view/edit/add collision information and total amount responsible by employee for the collision damage.
    i. Add Collision – The user shall be able to add a new collision item
k. Documents – The user shall be able to save and view any legal documentation for the employment such as offer letters and any valid immigration documents etc. that will be required. The user shall be able to add and delete documents from this section. The documents will only be visible to “Admin” and “Operator”. This functionality will not be available to “Cashier” and “Manager”.
    i. Add/Upload Documents – The user shall be able to add new documents by selecting the “Add Documents” functionality. After uploading the desired documents, the user should be able to associate a password with the document.

ii. Password Protect – The documents that may be added will be password protected and to view/update the documents, the user will have to enter the correct password associated with the document. If the user forgets password, the user shall be able to reset the password and then view the same. The documents will only be visible to “Admin” and “Operator”. This functionality will not be available to “Cashier” and “Manager”.
iii. View Documents – The user shall be able to view the respective documents by unlocking them using the password set.
iv. Delete Documents - The user will also be able to delete documents upon navigating to the “View Documents “module and save changes.
v. E-Sign Documents – Any new contractual documents that are required to be signed by the employer and employee will be integrated with Docu sign and both the employee and the employer will be able to electronically sign the documents using this functionality. This document will also be password protected and associated with each employee. Users will be able to choose from existing templates as well for contractual agreements.

3. Filter – The users’ selection of filter displays a modal window with the desired filter parameters such as “First Name”, “Last Name”, “Employee Login ID”, “Status” fields for the user to input. Further, the user will also have the option to sort the results by the Filter Parameters in ascending or descending orders.



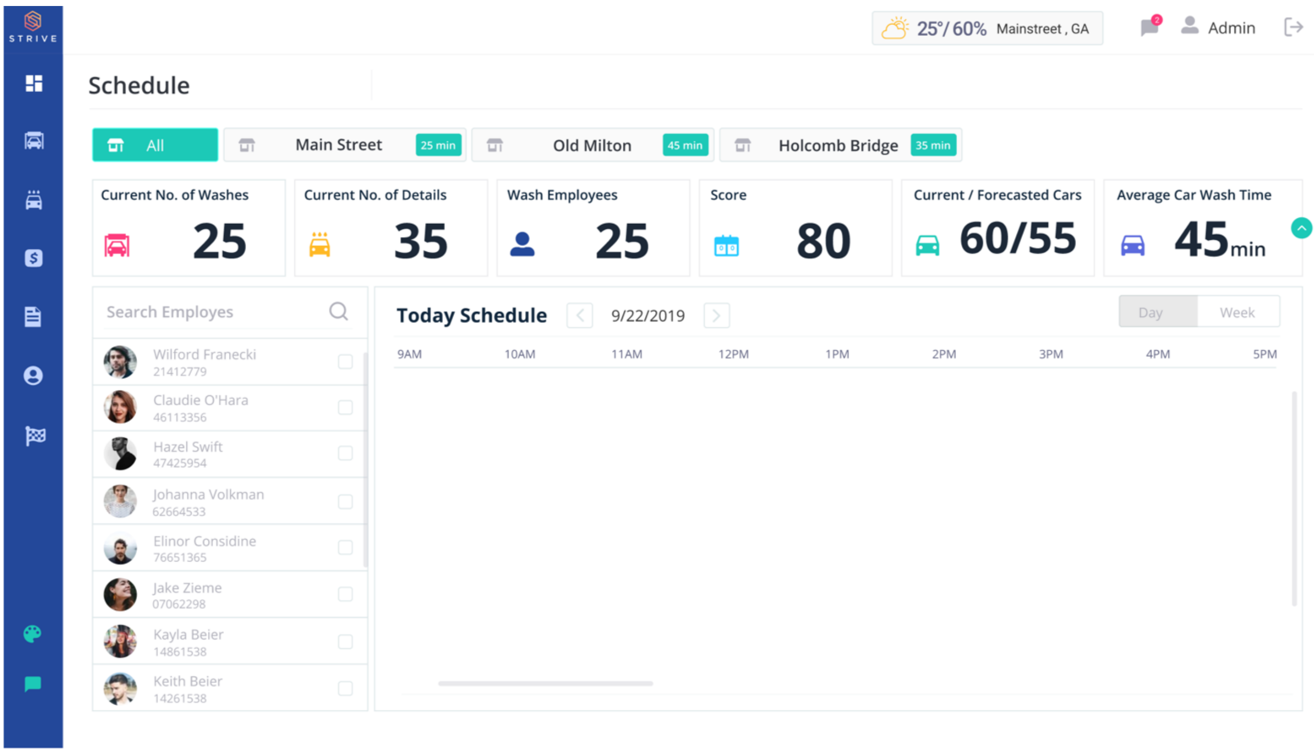
Login	User Name	Status
5432	Acosta, Armando	Active
0001	Alan, Brunet	Active
0109	Alsivar, Jesus	Active
8971	Castillo, Marcos	Active
0438	Castro Benitez, Jason J.	Active
8145	Castro Benitez, Jennifer	Active
7985	Castro Mendoza, Eduardo	Active
1029	Castro Mendoza, Jennifer	Active
3432	Chirinos, Carlos	Active
1225	Correa, Pablo	Active
6442	Elias Ajpop, Yesenia	Active
0804	Gonzalez, Gabriel	Active
1048	Hernandez, Yaneth	Active
1424	Hidalgo, Martina	Active
1575	Ines, Luis Antonio	Active
1111	Martinez, Gregorio	Active
5045	Pineda Miranda, Alexis	Active
0976	Poellnitz, James	Active
0088	Ramos, Miguel	Active
7656	Riopelle, Cher	Active
0453	Rios Martinez, Edgar	Active
8137	Roldan Leon, Armando	Active
0011	Soto, Rigoberto	Active
2462	Tester, Jimmy	Active

CR 3.5. Scheduling

This module will only be available to “Operators” and “Admin” for all store locations and to the “Managers” for the current store location that they are assigned to. This functionality will not be available to “Cashiers”, “Washers” and “Detailers”.

The system will display the list of employees on the left and a calendar view with corresponding time for each date on the right side of the module. A search box will be placed above the employee list, the user will be able to search for existing employees and the search field will work as contains.

Once the user navigates to this module, the calendar will by default display the employee schedules for the current week, user will be able to navigate to the past and future weeks to review the employee schedules. Further, the user will also be able to select “Day” or “Week” type option for the calendar view. The calendar will also include a tab view of all the locations and the user will be able to select the desired location to review the employee schedules. Manager users can only view/edit this information for the current location and Operator users can view/edit for the stores they are operating whereas the admin users will be able to view/edit this information across all store locations and the users will be able to schedule employee schedules for up to 2 weeks in advance.

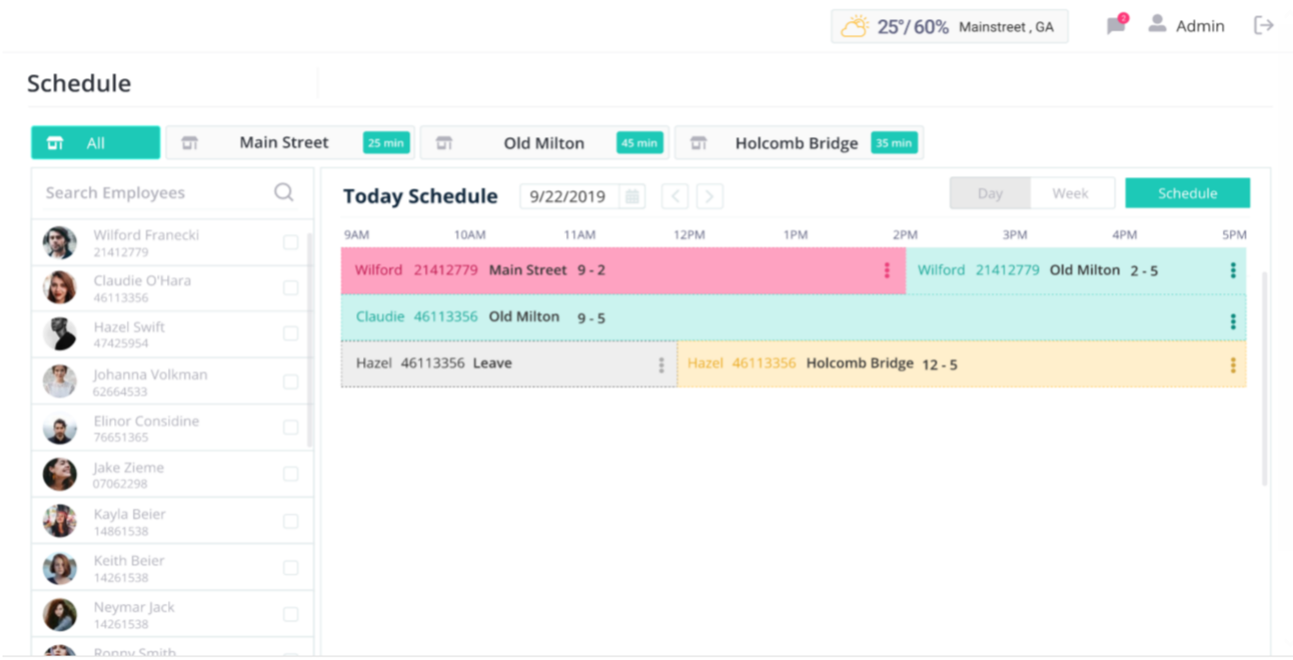


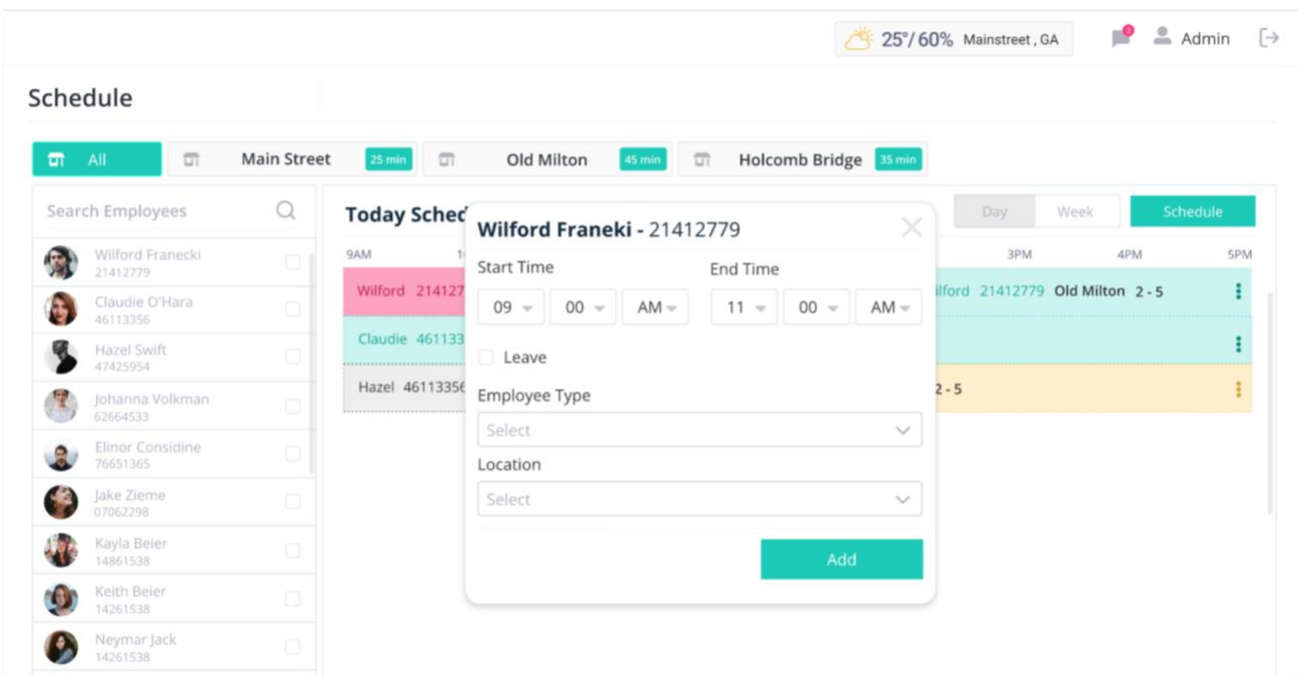
The users will be able to multiselect employees from the employees list and add them to the calendar view against the desired date and time. The user will also be able to enter the “Date”, “Start Time”, “End Time” against the desired employee and the system will auto update the calendar with the corresponding employee schedule info.

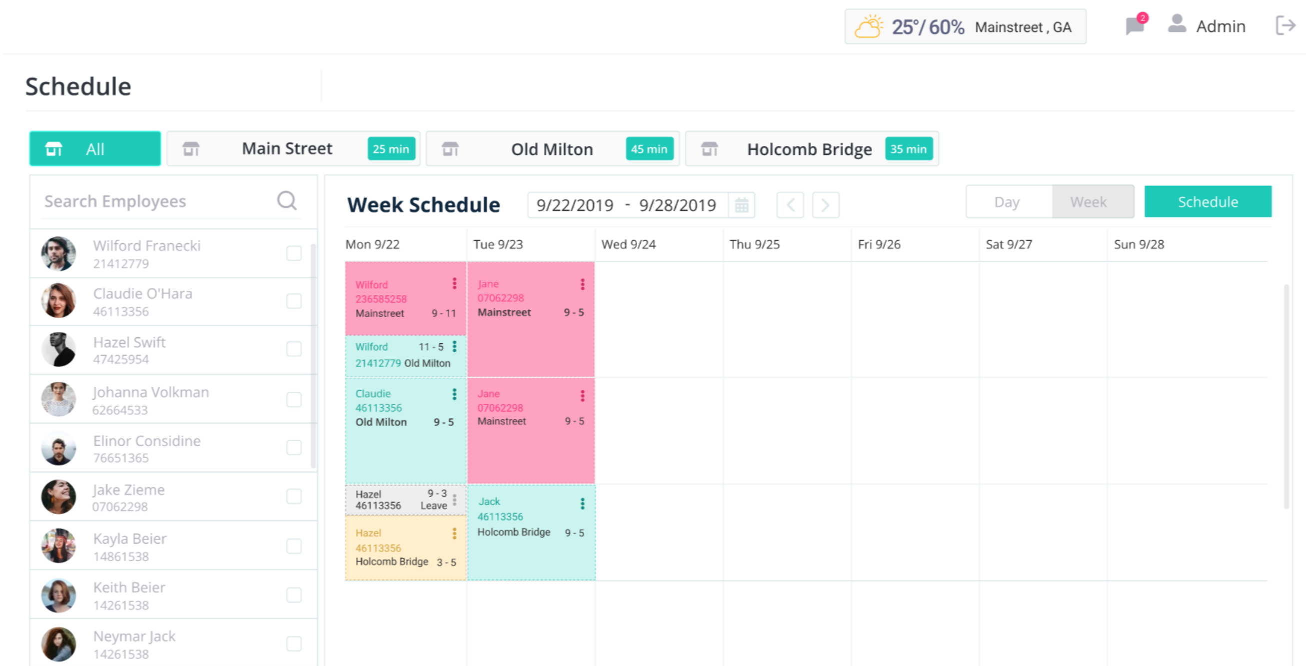
Further, users will also be able to remove any employee from the calendar by dragging and dropping them back to the employee list and it will remove the corresponding assignment from the calendar. Any changes made in the calendar will update the calendar schedule views for the corresponding employees, Managers, Operator and Admin views.

Additionally, if the user adds a user that has already been assigned a schedule for a specific time period to another location, the system will display an error message confirming to the user that the employee cannot be added to the selected schedule due to a conflict and it will display the other schedule timeline and location information in the warning message with the corresponding employees name. This will indicate to the user that's scheduling that the employee will not be available until the specified time as specified in the warning message.

The users will also be able to mark the dates an employee will be on leave in advance to ensure that the corresponding user will not be scheduled for the specified time periods. The user shall be able to select the desired employees and select "Leave" checkbox with the specified "Start Time" and "End Time" respectively as shown in the mock below.







CR 3.6. Client

All Users will have access to the “Client” module of the application. The user will be able to navigate to this module by selecting the “Client” option from the “Admin” dropdown. By default, the system will display the following functionalities:

- i Client List
  - a. View/Edit
    - i. Vehicle List
    - ii. Add New Vehicle
    - iii. Statement
    - iv. History
    - v. Delete
    - vi. Save
    - vii. Close
  - b. New Client
  - c. Search

CR 3.6.1 Client List

The Client list will display the list of all the clients added to the application with the following fields as shown in the mock below:

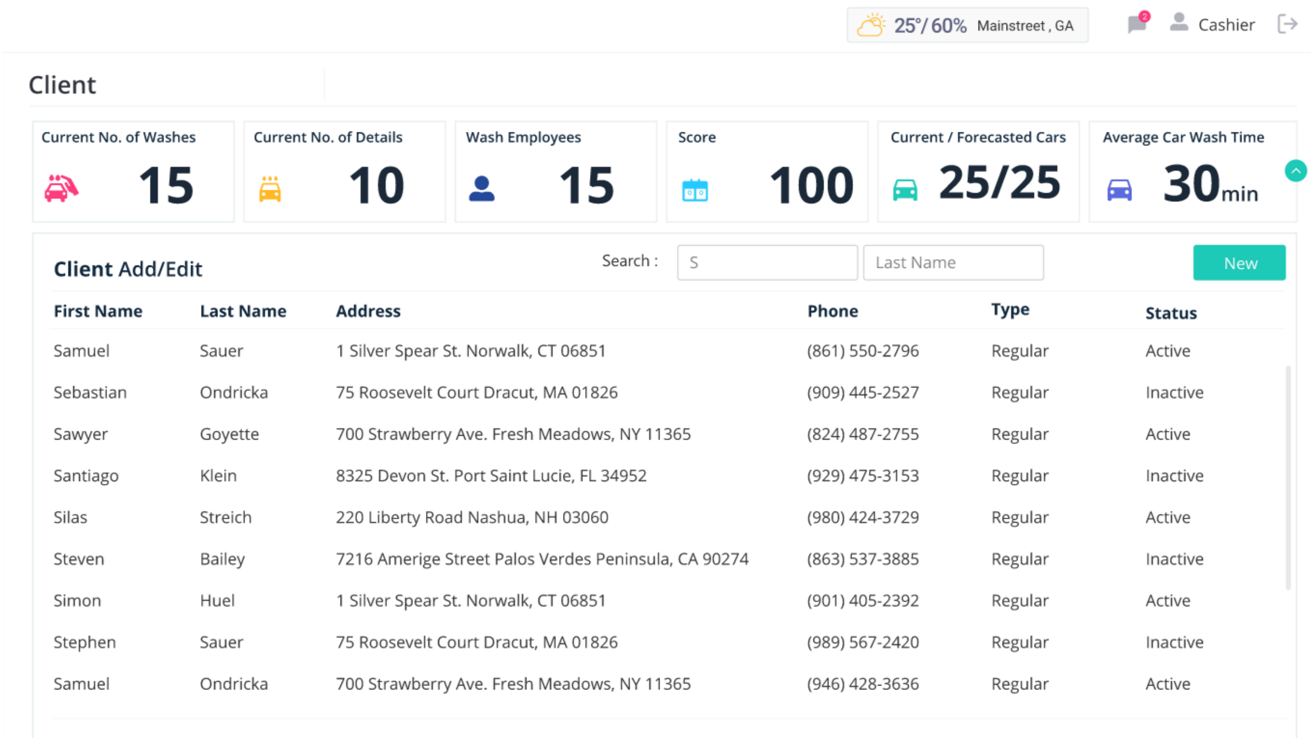
a. First Name – This field will be a text field that will accept only alphabet characters.
b. Last Name – This field will be a text field and will accept only alphabet characters.
c. Address – This field will be a text area field and will accept alphanumeric characters and symbols.

d. Phone – This field will also be a text field that will accept numeric characters and symbols (-, (), +).

e. Type – This field will be a dropdown with the following values for the user to choose from depending on the type of the client:

   i. Regular
   ii. Monthly
   iii. Corporate
   iv. Comp

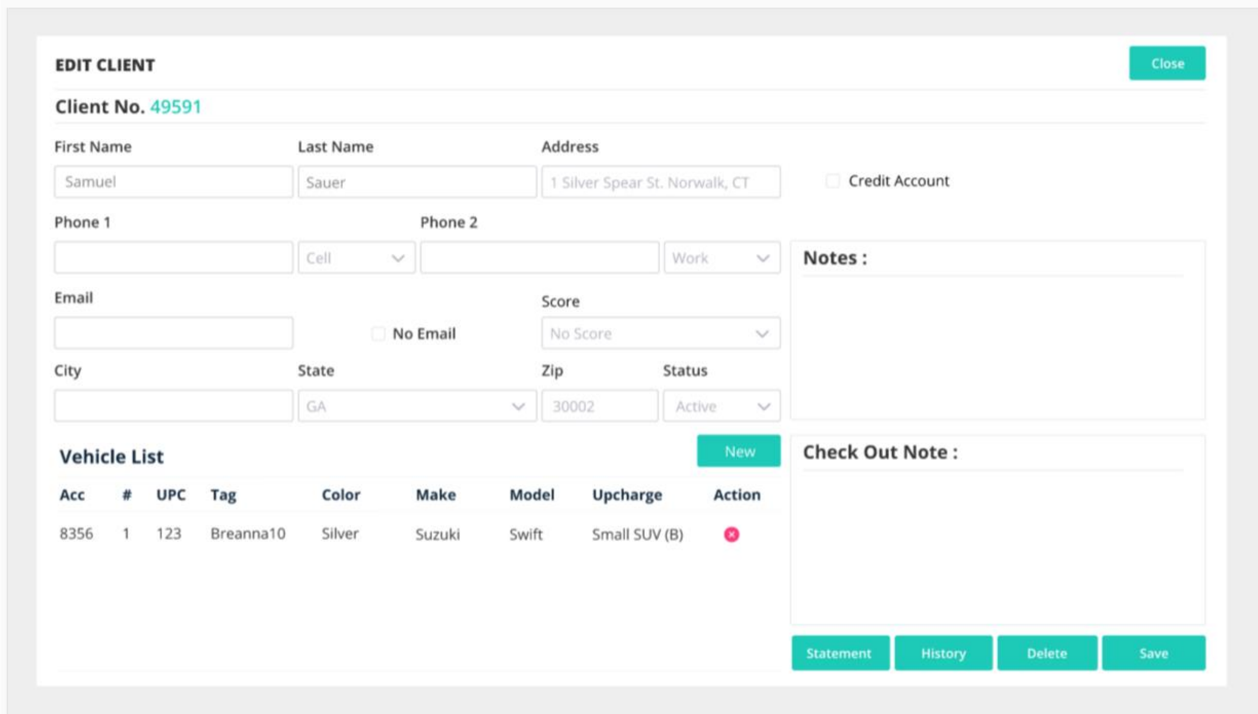
f. Status – Active/Inactive dropdown field



First Name	Last Name	Address	Phone	Type	Status
Samuel	Sauer	1 Silver Spear St. Norwalk, CT 06851	(861) 550-2796	Regular	Active
Sebastian	Ondricka	75 Roosevelt Court Dracut, MA 01826	(909) 445-2527	Regular	Inactive
Sawyer	Goyette	700 Strawberry Ave. Fresh Meadows, NY 11365	(824) 487-2755	Regular	Active
Santiago	Klein	8325 Devon St. Port Saint Lucie, FL 34952	(929) 475-3153	Regular	Inactive
Silas	Streich	220 Liberty Road Nashua, NH 03060	(980) 424-3729	Regular	Active
Steven	Bailey	7216 Amerige Street Palos Verdes Peninsula, CA 90274	(863) 537-3885	Regular	Inactive
Simon	Huel	1 Silver Spear St. Norwalk, CT 06851	(901) 405-2392	Regular	Active
Stephen	Sauer	75 Roosevelt Court Dracut, MA 01826	(989) 567-2420	Regular	Inactive
Samuel	Ondricka	700 Strawberry Ave. Fresh Meadows, NY 11365	(946) 428-3636	Regular	Active

a. View/Edit Client Info

The user shall be able to view/edit an existing client information by selecting the corresponding clients name from the client list. The application will display fields such as First Name, Last Name, Address, Phone, Email, Score, Status, Vehicle List, notes, checkout note etc. as shown in the mock below.



i. Vehicle List

The user shall be able to view/edit the list of vehicles associated with the corresponding client. The user shall also be able to add new vehicles by selecting the “Add New Vehicle” option. Once the user selects “Add New Vehicle”, the user shall be able to add a new vehicle with the following features:

i. Add New Vehicle – The user shall be able to associate a new vehicle for the client that they are currently setting up. The users’ selection of “Add New Vehicle” will display a modal window where the user will be able to input the following fields and select “Save” to save the information for the selected client in the vehicle list respectively.

1. Vehicle No.
2. Tag
3. Color
4. Make
5. Model
6. Upcharge
7. Barcode

ii. Statement – The user’s selection of “Statement”, will display a modal window where the user shall be able to view all the account statements for each month associated with the vehicle and relevant information such as Ticket #, Date, Service completed and Total Amount. The user shall be able to navigate back to the Client list by selecting “Done”.

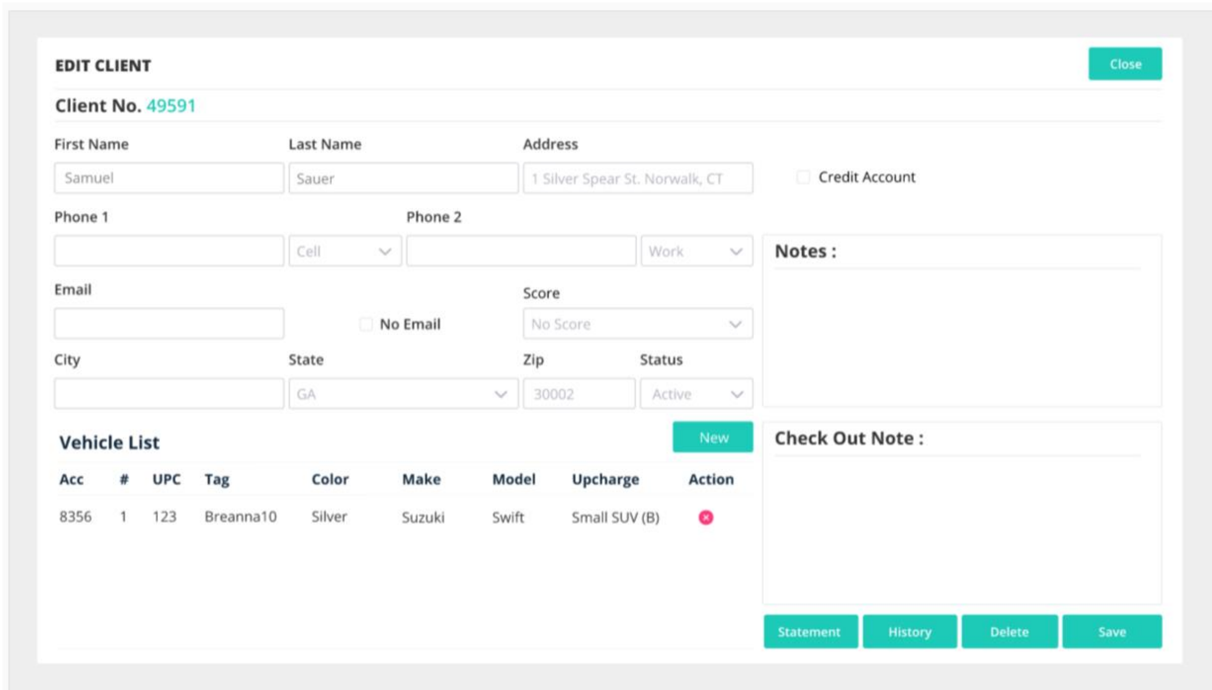
iii. History – The user will be able to view all the historical washes and details performed with other information such as ticket no., date, Services completed, Detailer, Amount, Price, Comm etc. The system will display a modal window with the above information in a list grid view. The user shall be able to navigate back to the Client list by selecting "Done".

iv. Delete – The user shall be able to delete single/multiple selected vehicles from the vehicle list. The users' selection of "Delete" will prompt the user with a warning message "Are you sure you want to delete the selected vehicles associated with this client? The vehicle cannot be restored on deletion.
"The user will be able to select "Confirm" or "Cancel" options, if the user selects "Confirm" the selected vehicle/vehicles will be deleted and the user will be navigated back to the "View Client Info" module and the main vehicle list will be updated accordingly. If the user selects "Cancel" the user will be navigated back to the "View Client info" module without any changes made to the vehicle list.

v. Save – The user will be able to save all the changes made in this screen for an existing customer or all the new information inputted for a new customer by selecting "Save".

vi. Close – The user will be navigated back to the "Client List" module upon selection. If the user selects "Close" without saving the information updated, the customer information will be retained without any updates made.

b. **New Client** – The user shall be able to create a new customer with relevant information such as "First Name", "Last Name", "Address",
"Contact", "Email", "Vehicle Info", "Notes" etc. as shown in the mock below. The user will be able to select "Save" to save the new client information and navigate back to the "Client List" module by selecting "Close".



c. **Search** – The users will be able to search the client list using this “Search Button”. The users’ selection of “Search” will display a modal window with “First Name” and “Last Name” filter fields which will accept alphanumeric characters. Once the user inputs either the first name or last name, and selects “Filter”, the matching clients will be displayed below the filter parameters as a list table/grid. The filter parameters will work as contains. The user shall be able to “clear” the filter applied and navigate back to the “Client List” module by selecting “Close”. If the user selects an employee from the search results, the system will navigate the user to the corresponding clients “View/Edit client” page for the user to view/update the information accordingly.

CR 3.7 Vehicle

The user shall be navigated to the “Vehicle” submodule once the user selects “Vehicle” from the admin dropdown. Upon navigating to the “Vehicle” submodule, the system will display the “Vehicle List” of all customers by default in ascending order of “Customer First Name”. The following information will be displayed in the vehicle list. By default, the vehicle list will display an empty grid until the user filters the list by the desired values as described below.

1. Client Name – The name of the client/customer who owns the vehicle as added during “Add Client” functionality.

2. # - This corresponds to the “Vehicle Number” based on the number associated in “Add/View Client” feature in “Client” submodule.

3. Tag – Unsure of this functionality

4. Color – The color of the car/vehicle.

5. Make – Make of the car

6. Model – Model of the car as inputted

7. Upcharge – Depending on the size of the car, the upcharge will be displayed.

8. Bar Code – The barcode associated with this car will be displayed here, if there is no barcode associated, it will be displayed as "None/ UNK".

The user shall be able to perform the following functionalities from the Vehicle List:

1.**Filter Vehicle List** – This functionality will allow the user to filter the Vehicle list by the following attributes, and the user will have to input at least one of the following attributes to filter by. If the user leaves all the fields blank and selects "Filter", the system will display an empty vehicle list. All the filters options will be placed above the vehicle list. Further, if the user inputs one of the parameters or all the parameters from the following options and selects "Filter" the system will update the "vehicle list" based on the filter criteria and display only the filtered results:

- i Customer Last Name – This field will be a text field which will accept alphanumeric characters and symbols.
- ii Bar Code – This field will be a text field that will accept numeric characters and if there is a valid barcode inputted, the filter results will display the corresponding vehicle information in the "Vehicle List". If the user inputs an incorrect barcode, the system will display "No results" on the "Vehicle List" indicating to the user that the filter parameters inputted did not match any of the existing vehicles.
- iii Tag - – This field will be a text field that will accept numeric characters and if there is a valid tag inputted, the filter results will display the corresponding vehicle information in the "Vehicle List". If the user inputs an incorrect tag, the system will display "No results" on the "Vehicle List" indicating to the user that the filter parameters inputted did not match any of the existing vehicles.
- iv Make - This field will be a drop down for the user to choose from. By default, the value chosen will be "None". If the user chooses a "Make" from the dropdown list, the filter results will display all the vehicles with the corresponding "Make" in the "Vehicle List" table respectively. If there is no vehicle, relevant to the filter parameter chosen, the system will display "No results" on the "Vehicle List" indicating to the user that the filter parameters inputted did not match any of the existing vehicles.
- v Model - This field will be a drop down for the user to choose from. By default, the value chosen will be "None". If the user chooses a "Model" from the dropdown list, the filter results will display all the vehicles with the corresponding "Model" in the "Vehicle List" table respectively. If there is no vehicle, relevant to the filter parameter chosen, the system will display "No results" on the "Vehicle List" indicating to the user that the filter parameters inputted did not match any of the existing vehicles.

vi Color - This field will be a drop down for the user to choose from. By default, the value chosen will be “None”. If the user chooses a “Color” from the dropdown list, the filter results will display all the vehicles with the corresponding “Color” in the “Vehicle List” table respectively. If there is no vehicle, relevant to the filter parameter chosen, the system will display “No results” on the “Vehicle List” indicating to the user that the filter parameters inputted did not match any of the existing vehicles.

vii Order By – The user shall be able to sort all the fields in ascending or descending order by selecting the up arrow to sort by ascending against the desired attribute and the user shall be able to sort by descending by selecting the down arrow against the desired attribute in the vehicle list grid.

2. **Edit** – This will allow the user to update and save the information. The users’ selection of “Edit” against the desired vehicle will display a modal window with the following fields for the user to view/input:

i Barcode – This is a text field and the user shall be able to update the barcode field. This field will accept alphanumeric characters and the max length of this field will be 25 characters. If the user enters an existing barcode, the system will display an error message “Barcode already exists.”. By default, the field will be “None/UNK” if no barcode is associated with the vehicle.

ii Tag – This is a text field and will accept alphanumeric characters. The max length of this field will be 30 characters. By default, the value of this field will be “None/UNK” if there is no associated value for the vehicle.

iii Make – This field will be a dropdown with a list of available values for the user to choose from. If the Make required is not available in the dropdown, the user shall be able to select “Other” and the system will display a text field for the user to enter a valid “Make” and select “Add”. Upon selecting “Add”, the new Make will be added to the list and the vehicle will now be associated with the new “Make” respectively. By default, the value of this field will be “None/UNK” if there is no associated value for the vehicle.

iv Model - This field will be a dropdown with a list of available values for the user to choose from. If the Model required is not available in the dropdown, the user shall be able to select “Other” and the system will display a text field for the user to enter a valid “Model” and select “Add”. Upon selecting “Add”, the new Model will be added to the list and the vehicle will now be associated with the new “Model” respectively. By default, the value of this field will be “None/UNK” if there is no associated value for the vehicle.

v Upcharge- This field will be a dropdown for the user to choose. By default, the value will be None if no upcharge is associated with the vehicle. Upcharge will be added based on the size of the vehicle and the user shall be able to choose one value from the dropdown.

vi Color –This field will be a dropdown with a list of available values for the user to choose from. If the Color required is not available in the dropdown, the user shall be able to select “Other” and the system will display a text field for the user to enter a valid “Color” and select “Add”. Upon selecting “Add”, the new Color will be added to the list and the vehicle will now be associated with the new “Color” respectively. By default, the value of this field will be “None/UNK” if there is no associated value for the vehicle.

vii Monthly charge – This is a text field which will accept only numeric values. This corresponds to any monthly memberships associated with the current vehicle for unlimited monthly washes. By default, the value will be “0” if there are no associated memberships for this vehicle.

Once the user has updated the fields as specified above, the user shall be able to save changes by selecting “Save”. Once the user selects “Save”, the user shall be navigated to the “Vehicle List” screen. Similarly, the user will be able to navigate back to the “Vehicle List” screen without saving any changes by selecting “Cancel”.

3. **Delete** – The user shall also be able to delete any vehicles from the “Vehicle List” by selecting “Delete” button against the desired vehicle. The users’ selection of “Delete” will display an error message “Are you sure you want to delete this vehicle?”. Once the user selects “Confirm” the vehicle will be removed from the vehicle list and from the customer in the client module. If the user selects “Cancel” the user shall be navigated back to the “Vehicle List” without making any updates.

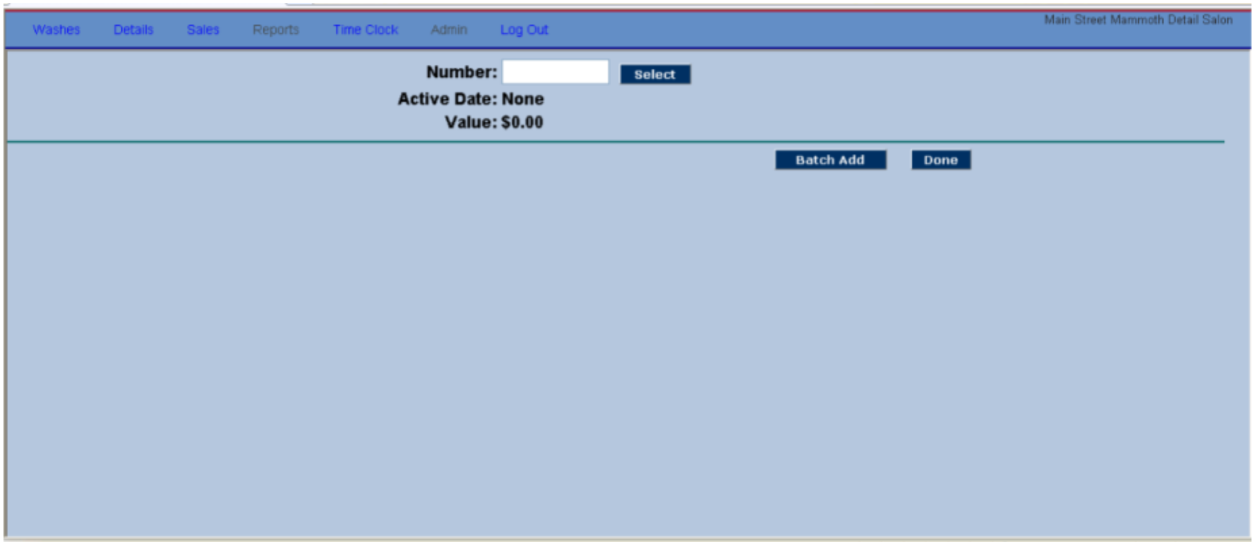
CR 3.8 Gift Card

The user shall be able to setup and access existing gift cards here. The user shall be able to view the total gift card amount available for an existing card as well. The user shall be able to enter a valid gift card number and click “Select”. If the gift card number inputted is valid, the system will display the corresponding gift cards amount available and the active date of the gift card.

Add Gift Card – The user shall be able to add a new gift card by selecting “Add Gift Card” option. Once the user selects “Add Gift Card”, the system will open a modal window with the following fields for the users to input. The user shall be able to select “Generate Gift Card” and the system will automatically generate a new gift card with an autogenerated gift card no., and the user shall be able to select a default amount from 10, 25, 50 or 100 or be able to input another amount in the numeric only Amount text field by selecting “Other” option. Once the user selects “Other” the system will display a numeric only “Amount” text field for the user to input a valid amount.

Further, the user shall be able to select “Process” to activate the new gift card after payment. The user shall be able to select “Cancel” to navigate back to the “Gift Card” module without processing the new gift card.

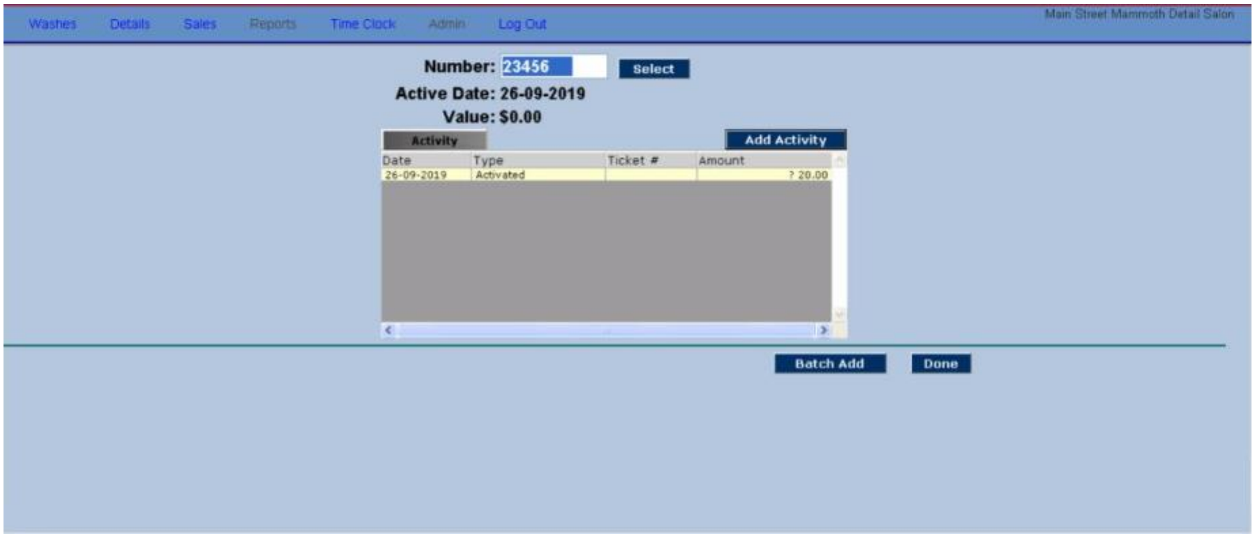
1. Card No. – The system will automatically generate and display a new gift card number once the user selects “Add Gift Card”. The user shall be able to input an existing gift card number by inputting a valid gift card number in the gift card text field respectively.
2. Amount – The user will be able to select/input the total amount for the gift card.
3. Process – The user shall be able to process the new gift card added by selecting the “Process” button. The user selection of cancel will navigate the user back to the default Gift Card module.
4. Cancel – The user shall be able to cancel the gift card without processing/saving the new gift card. The user selection of cancel will navigate the user back to the default Gift Card module.



If the user inputs an existing valid gift card number, the system will display the total gift card balance amount available.

Further, the system will also display the activity history with Date of activity, Type/Status of the gift card (“Active/Inactive “), Ticket # associated with the transaction for which the gift card was used and the total Amount for the corresponding transaction paid using the gift card.

Additionally, the user shall also be able to add a new activity associated with the corresponding gift card by selecting “Add Activity” button above the activity grid. Once the user selects “Add Activity”, the system will display a modal window with the gift card number, current value available in the gift card and an editable total amount field for the user to input. The user shall be able to add/remove an amount from the current value by entering “+” in the Amount field while adding more credit to the gift card and entering “-“ in the Amount field while removing credit from the current value and save the updated details. If the user inputs a value greater than the current value available while removing credit from the gift card, the system will throw an error to the user “Please enter a valid amount, the current amount inputted is more than the available balance.”. The user shall be able to enter a valid amount and select “Save”.



CR 3.9 System Setup

The setup module will be available for Admin and Operator users under the Admin Module. As soon as the customer purchases the Strive Software application, the users will be able to setup their services, products, inventory items, and vendors using this functionality. The user will be required to complete the setup module before using the system. The user will have access to the following setup screens:

1. Basic Setup
2. Service Setup
3. Product Setup
4. Vendor Setup

CR 3.9.1 Basic Setup

The users will be able to navigate to the Basic Setup screen by selecting the "Basic Setup" option under the Setup dropdown. This module will allow users to setup the following functionalities:

1. Work Hour Threshold – This will be a text field that will accept only 2 - digit numeric values for the user to input. The user shall be able to input the threshold hours for all the employees across all store locations so that when an employee reaches/crosses that threshold limit, the user will receive a notification that the employee or employees have reached/crossed the threshold limit work hours. This functionality is to ensure that employees don't work overtime, and managers are notified if the employee reaches the threshold time to ensure that they are not assigned additional overtime hours. For instance if Alex is an employee of Mammoth and his manager is Jimmy, if the Work Threshold is set to 36 hours, when Alex reaches the 36 hours, the system will notify Jimmy that Alex is nearing the 40 hours per week limit and this way Jimmy can ensure that Alex doesn't work more than 40 hours or is not assigned any tasks more than 40 hours thereby ensuring overtime is minimized. Employees can continue to work more than 40 hours if necessary, but the system will notify the user that the employee is past the threshold work limit set.

2. Location Setup – This will have the following functionalities
   a. New Location – The users will be able to add a new location using this functionality. The user's selection of "New Location" will open a modal window with the following fields for the user to input:
      i. Location ID – This will be a mandatory alphanumeric text field. This corresponds to the ID of the new location.
      ii. Location Name – This will be a mandatory alphanumeric text field. This corresponds to the name of the new location.
      iii. Location Address – This will be a mandatory alphanumeric text field which should allow symbols as well. This corresponds to the new store address information such as street name, county and any additional building/store info.
      iv. Zip Code – This will be a mandatory numeric text field with a limit of 5 characters. The user shall be able to input the new stores zip code.
      v. State – This will be a mandatory dropdown field.
      vi. Country – This will be a dropdown for users to choose from. By default, the value will be set to USA.
      vii. Phone No. – This field will be a numeric field for users to input corresponding stores contact info.
      viii. Email - This field will be a alphanumeric field for users to input corresponding stores email info.
      ix. Franchise – This will be a checkbox for users to select. If the user selects the option of "Franchise" for the new store, the highest user role level for the corresponding store will be set to "Operator" and the Admin of the main store will have access to all the "Franchise stores" data and information.
      x. Save – The user shall be able to save the new stores information by selecting "Save". On selecting "Save" the user will be navigated back to the "Basic Setup" screen and the new store will be displayed in the "Location List".
      xi. Cancel/Close – This will navigate the user back to the "Location List" without saving the new location information.
   b. Location List – This will be a table in the "Basic Setup" module which will display the list of all locations with additional information such as "ID","Name"," Franchise?" , "Phone No.", and " Email" with "Edit/Delete" adjacent to the corresponding locations. The users selection of "Edit" will display the location info in a modal window and the user will be able to make changes to the location info and save the changes accordingly. If the user selects "Delete" against a specific location, the system will display a warning message "Are you sure you want to delete this location? All related information will be deleted and the location cannot be retrieved? "If the user confirms, the corresponding location will be deleted, and users of that location will not be able to login unless they are reassigned to another location. Further, the corresponding location will also be removed from the "Location List". If the user selects "Cancel" the system will navigate the user back to the "Location List" without making any changes to the list.

c. Edit/View Location - The users will be able to edit/view an existing location by selecting "Edit/View Location". The users' selection of "Edit/View Location" will open a modal window with the following fields for the user to review/edit:
   i. Location ID – This will be a mandatory alphanumeric text field. This corresponds to the ID of the existing location.
   ii. Location Name – This will be a mandatory alphanumeric text field. This corresponds to the name of the existing location.
   iii. Location Address – This will be a mandatory alphanumeric text field which should allow symbols as well. This corresponds to the existing store address information such as street name, county and any additional building/store info.
   iv. Zip Code – This will be a mandatory numeric text field with a limit of 5 characters. The user shall be able to input the existing store's zip code.
   v. State – This will be a mandatory dropdown field.
   vi. Country – This will be a dropdown for users to choose from. By default, the value will be set to USA.
   vii. Phone No. – This field will be a numeric field for users to view/update corresponding stores contact info.
   viii. Email - This field will be an alphanumeric field for users to view/update corresponding stores email info.
   ix. Franchise – This will be a checkbox for users to select. If the user selects the option of "Franchise" for the selected store, the highest user role level for the corresponding store will be set to "Operator" and the Admin of the main store will have access to all the "Franchise stores" data and information.
   x. Save – The user shall be able to save the selected stores updated information by selecting "Save". On selecting "Save" the user will be navigated back to the "Basic Setup" screen and the new store will be displayed in the "Location List".

Users for the new stores can be done in Employee Setup Screen. The employee Setup screen will include a dropdown filter for user to choose the store location and the corresponding roles. The user will be able to multiselect roles for each employee, since each employee may work on multiple roles for a single location as required. The employees will be able to login as the corresponding user roles and logout, and login again in a different user role if required for the same store location.

CR 3.9.2 Service Setup

The users will be able to navigate to the Service Setup screen by selecting the "Service Setup" option under the Setup dropdown. By default, the system will display the service list as soon as the user navigates to the "Service Setup" screen. If there is no service available, the "Service list" will be empty until the user adds a new service. This module will allow users to setup all the services for the stores here using the following functionalities:

New Service - The user will be able to add a new service by selecting "New" above the "Service List". The users' selection of "New" will display a modal window with the following fields for the user to input:

1. Service Type – This will be a dropdown field with the following options:
    a. Washes
    b. Details
    c. Additional Services
    d. Upcharges
    e. Air Fresheners
    f. Discounts

    By default, the system will display the set value and the user will be able to update the type by selecting the desired value.

2. Service ID – This field will be autogenerated by the system.
3. Name – This field will be a mandatory alphanumeric text field.
4. Cost - This field will be a mandatory float field. In case of discounts service type, the system will accept only a negative value.
5. Commission Checkbox – This will be a checkbox for the user to select. For instance, in some business details will be commission based. If its commission based, the user shall be able to select this checkbox. Once the user selects this checkbox, another dropdown will appear below requesting the user to input the commission type.
6. Commission Type – Percentage/Flat Fee – The users' selection of "Commission" checkbox will display the "Commission Type" dropdown with "Percentage" and "Flat Fee" options for the user to choose from. The user will also be able to enter the percentage value and the flat fee amounts in the text box adjacent to the option chosen.
7. Upcharges – The user shall be able to choose the total upcharge amount if the service type is "Upcharge".
8. Parent Name – If a specific service/field is a part of a service type, the user shall be able to choose the corresponding parent category from the dropdown of services available.
9. Status – Active and Inactive will be the values in the dropdown for the user to choose from. "Active" corresponds to any service that will be available and "Inactive" corresponds to any service that will not be available.
10. Save – The user shall be able to save any changes that was made to any existing service. The system will navigate the user to "Service List" after making all the changes.
11. Cancel/Close – The system will navigate the user to "Service List" without making any changes if the user doesn't select "Save" and selects "Cancel/Close".

Service List – The user will be able to view the list of services if available for the current store with corresponding information such as Service ID, Service Type, Service Name, and Cost. The user will be able to edit the service by selecting "Edit" against the desired service in the "Service list". The users' selection of "Edit/View" in the service list will display the following fields for the user to review and or edit the service details:

1. Service Type – This will be a dropdown field with the following options:

a. Washes
b. Details
c. Additional Services
d. Upcharges
e. Air Fresheners
f. Discounts

By default, the system will display the set value and the user will be able to update the type by selecting the desired value.

2. Service ID – This field will be autogenerated by the system.
3. Name – This field will be a mandatory alphanumeric text field.
4. Cost - This field will be a mandatory float field. The system will accept only negative values in case of “Discount” service type.
5. Commission Checkbox – This will be a checkbox for the user to select. For instance, in some business details will be commission based. If its commission based, the user shall be able to select this checkbox. Once the user selects this checkbox, another dropdown will appear below requesting the user to input the commission type.
6. Commission Type – Percentage/Flat Fee – The users’ selection of “Commission” checkbox will display the “Commission Type” dropdown with “Percentage” and “Flat Fee” options for the user to choose from. The user will also be able to enter the percentage value and the flat fee amounts in the text box adjacent to the option chosen.
7. Upcharges – The user shall be able to choose the total upcharge amount if the service type is “Upcharge”.
8. Parent Name – If a specific service/field is a part of a service type, the user shall be able to choose the corresponding parent category from the dropdown of services available.
9. Status – Active and Inactive will be the values in the dropdown for the user to choose from. “Active” corresponds to any service that will be available and “Inactive” corresponds to any service that will not be available.
10. Save – The user shall be able to save any changes that was made to any existing service. The system will navigate the user to “Service List” after making all the changes.
11. Cancel/Close – The system will navigate the user to “Service List” without making any changes if the user doesn’t select “Save” and selects “Cancel/Close”.
12. Delete – The user shall be able to select “Delete” against any service item in the list and select “Delete”. The user’s selection of “Delete” will display an error message “Are you sure you want to delete this service item? The service item cannot be retrieved after deletion? “. The users’ selection of “Confirm” will remove the corresponding item from the “Service List” and any child items that are defined by the “Parent Item”. If the User selects “Cancel” the user will be navigated back to the “Service List” without any changes.

CR 3.9.3 Product Setup

The users will be able to navigate to the Product Setup screen by selecting the “Product Setup” option under the Setup dropdown. By default, the system will display the product list as soon as the user navigates to the “Product Setup” screen. If there is no product available, the “Product list” will be empty until the user adds a new product. The products will include any merchandize, Food and Beverages and Inventory items such as “Shampoo”, “Brushes” etc. This module will allow users to setup all the products for the stores here using the following functionalities:

New Product - The user will be able to add a new product by selecting “New” above the “Product List”. The users’ selection of “New” will display a modal window with the following fields for the user to input:

1. Product Type – This will be a dropdown field with the following options:
    a. Merchandize
    b. Food and Beverages
    c. Inventory Items
2. Product ID – This field will be autogenerated by the system.
3. Location Name – This field will be mandatory dropdown field populated from the location list setup.
4. Name – This field will be a mandatory alphanumeric text field.
5. Size – This field will be a dropdown with the following options for the user to choose:
    a. S
    b. M
    c. L
    d. XL
    e. Other and this will display a text field for the user to input any additional size parameters especially for Beverages and Food items.
6. Quantity – The user shall be able to input the total quantity available with “+” and “-“buttons in case the user wants to add or remove an item respectively.
7. Cost - This field will be a mandatory float field.
8. Taxable Checkbox – This will be a checkbox for the user to select. For instance, in some business certain products will be taxed. If its taxable, the user shall be able to select this checkbox. Once the user selects this checkbox, another field will appear below requesting the user to input the tax amount.
9. Tax Amount – The user shall be able to setup the tax amount for the product.
10. Status – Active and Inactive will be the values in the dropdown for the user to choose from. “Active” corresponds to any product that will be available and “Inactive” corresponds to any product that will not be available.
11. Vendor Dropdown – The user shall be able to select the respective “Supplier” for the product from the dropdown. The dropdown will list all the suppliers added in the supplier setup screen. If vendor not available, the user shall be able to go to “Vendor Setup” and add the vendor and navigate back to the “Product Setup” module and add the “Vendor” respectively.

12. Threshold # – The user shall be able to setup the threshold amount for each product. When the product reaches the set threshold, the system will automatically send an email via a SQL Job in the backend to the corresponding vendor requesting for a supply of the product.
13. Save – The user shall be able to save any changes that was made to any new Product. The system will navigate the user to “Product List” after making all the changes.
14. Cancel/Close – The system will navigate the user to “Product List” without making any changes if the user doesn’t select “Save” and selects “Cancel/Close”.

Product List – The user will be able to view the list of products if available for the current store with corresponding information such as Product ID, Product Type, Product Name, and Cost. The user will be able to edit the products by selecting “Edit” against the desired product in the “Product list”. The users’ selection of “Edit/View” in the service list will display the following fields for the user to review and or edit the service details:

1. Product Type – This will be a dropdown field with the following options:
    a. Merchandize
    b. Food and Beverages
    c. Inventory Items
2. Product ID – This field will be autogenerated by the system.
3. Location Name – This field will be a mandatory dropdown field updated from the Location list setup.
4. Name – This field will be a mandatory alphanumeric text field.
5. Size – This field will be a dropdown with the following options for the user to choose:
    a. S
    b. M
    c. L
    d. XL
    e. Other and this will display a text field for the user to input any additional size parameters especially for Beverages and Food items.
6. Quantity – The user shall be able to input the total quantity available with “+” and “- “buttons in case the user wants to add or remove an item respectively.
7. Cost - This field will be a mandatory float field.
8. Taxable Checkbox – This will be a checkbox for the user to select. For instance, in some business certain products will be taxed. If its taxable, the user shall be able to select this checkbox. Once the user selects this checkbox, another field will appear below requesting the user to input the tax amount.
9. Tax Amount – The user shall be able to setup the tax amount for the product.
10. Status – Active and Inactive will be the values in the dropdown for the user to choose from. “Active” corresponds to any product that will be available and “Inactive” corresponds to any product that will not be available.
11. Vendor Dropdown – The user shall be able to select the respective “Supplier” for the product from the dropdown. The dropdown will list all the suppliers added in the supplier setup screen.

If vendor not available, the user shall be able to go to “Vendor Setup” and add the vendor and navigate back to the “Product Setup” module and add the “Vendor” respectively.

12. Threshold # – The user shall be able to setup the threshold amount for each product. When the product reaches the set threshold, the system will automatically send an email via a SQL Job in the backend to the corresponding vendor requesting for a supply of the product.
13. Save – The user shall be able to save any changes that was made to any new Product. The system will navigate the user to “Product List” after making all the changes.
14. Cancel/Close – The system will navigate the user to “Product List” without making any changes if the user doesn’t select “Save” and selects “Cancel/Close”.
15. Delete – The user shall be able to select “Delete” against any product item in the list and select “Delete”. The user’s selection of “Delete” will display an error message “Are you sure you want to delete this product item? The product item cannot be retrieved after deletion? “. The users’ selection of “Confirm” will remove the corresponding item from the “Product List”. If the User selects “Cancel” the user will be navigated back to the “Product List” without any changes.

CR 3.9.4 Supplier/Vendor Setup

The users will be able to navigate to the Vendor Setup screen by selecting the “Supplier Setup” option under the Setup dropdown. By default, the system will display the supplier list as soon as the user navigates to the “Supplier Setup” screen. If there is no supplier available, the “Supplier list” will be empty until the user adds a new supplier. This module will allow users to setup all the Suppliers for ordering the products here using the following functionalities:

New Supplier - The user will be able to add a new supplier by selecting “New” above the “Supplier List”. The users’ selection of “New” will display a modal window with the following fields for the user to input:

1. Supplier ID – This field will be autogenerated by the system.
2. VIN – Vendor Identification Number
3. Vendor Alias – This field will be a optional alphanumeric text field to input the alias name for the vendor.
4. Name – This field will be a mandatory alphanumeric text field.
5. Supplier Address – This will be a mandatory alphanumeric text field which should allow symbols as well. This corresponds to the supplier’s address information such as street name, county and any additional building/store info.
6. Zip Code – This will be a mandatory numeric text field with a limit of 5 characters. The user shall be able to input the supplier’s zip code.
7. State – This will be a mandatory dropdown field for the user to choose from.
8. Country – This will be a dropdown for users to choose from. By default, the value will be set to USA.
9. Phone No. – This field will be a numeric field for users to input the contact number of the supplier.
10. Email - This field will be an alphanumeric field for users to input the email address of the supplier.

11. Fax - This field will be an alphanumeric field for the user to input the FAX information of the supplier.
12. Save – The user shall be able to save the supplier's information by selecting "Save". On selecting "Save" the user will be navigated back to the "Supplier Setup" screen and the new supplier will be displayed in the "Supplier List".
13. Cancel/Close – The system will navigate the user to "Supplier List" without making any changes if the user doesn't select "Save" and selects "Cancel/Close".

Supplier List – This will be a table in the "Supplier Setup" module which will display the list of all suppliers with additional information such as "ID"," Name", "Phone No.", and "Email" with "Edit/Delete" adjacent to the corresponding supplier. The users' selection of "Edit" will display the supplier info in a modal window and the user will be able to make changes to the supplier info and save the changes accordingly

Edit/View Location - The users will be able to edit/view an existing supplier by selecting "Edit/View Supplier". The users' selection of "Edit/View Supplier" will open a modal window with the following fields for the user to review/edit. By default, the user will be able to view the existing supplier info and make any updates and save the changes accordingly.

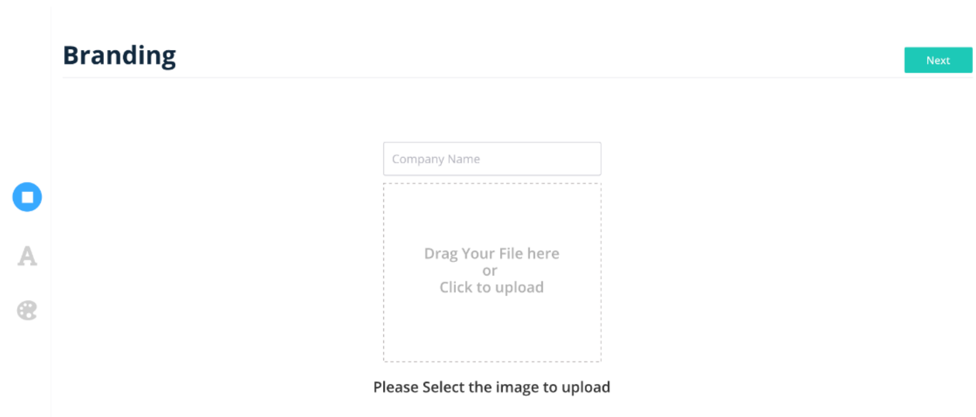
1. Supplier ID – This field will be a mandatory alphanumeric field.
2. Name – This field will be a mandatory alphanumeric text field.
3. Supplier Address – This will be a mandatory alphanumeric text field which should allow symbols as well. This corresponds to the supplier's address information such as street name, county and any additional building/store info.
4. Zip Code – This will be a mandatory numeric text field with a limit of 5 characters. The user shall be able to input the supplier's zip code.
5. State – This will be a mandatory dropdown field for the user to input.
6. Country – This will be a dropdown for users to choose from. By default, the value will be set to USA.
7. Phone No. – This field will be a numeric field for users to view/edit the contact number of the supplier.
8. Email - This field will be an alphanumeric field for users to view/edit the email address of the supplier.
9. Fax - This field will be an alphanumeric field for the user to view/edit the FAX information of the supplier.
10. Save – The user shall be able to save the supplier's updated information by selecting "Save". On selecting "Save" the user will be navigated back to the "Supplier Setup" screen and the changes made to the supplier will be displayed in the "Supplier List".
11. Cancel/Close – The system will navigate the user to "Supplier List" without making any changes if the user doesn't select "Save" and selects "Cancel/Close".
12. Delete – The user shall be able to select "Delete" against any supplier in the list and select "Delete". The user's selection of "Delete" will display an error message "Are you sure you want to delete this supplier? The supplier cannot be retrieved after deletion? ". The users' selection

of "Confirm" will remove the corresponding supplier from the "Supplier List". If the User selects "Cancel" the user will be navigated back to the "Supplier List" without any changes. Once the user selects "Delete" against an existing supplier who has been assigned a specific product, the user will have to update the supplier information for the corresponding products in the Product Setup screen.

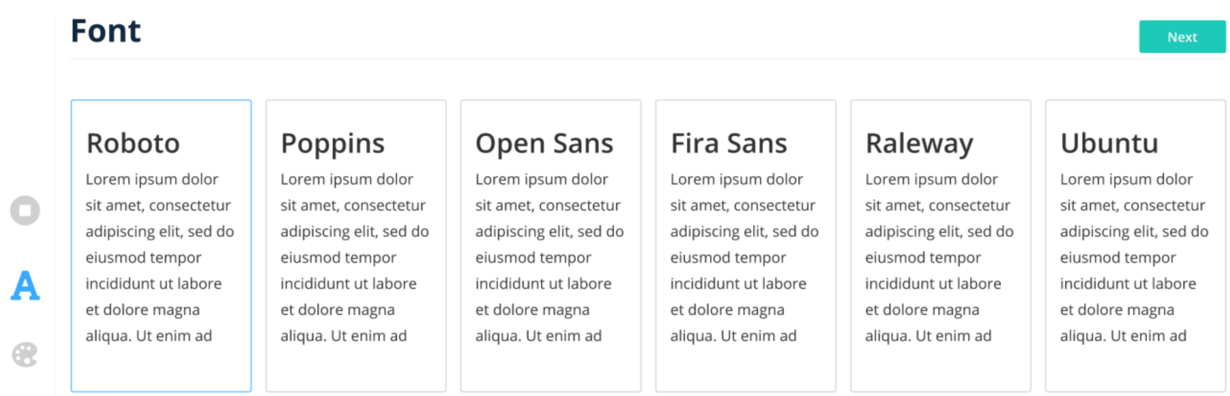
CR 3.10 White Labelling Setup:

This section for setting up the white labelling will be available for Admin users to setup the company information such as Logo, Company Name, Fonts and default color themes that must be applied across the application for all users. This functionality will be available in the application at two points, one when the company first subscribes for this application, they will be able to follow the setup process and steps and one of the final steps of setting up the application will be branding based on the color themes and logo of the company. This setup option will also be available under the admin module where the user will be able to setup the following items as shown in the mock below:

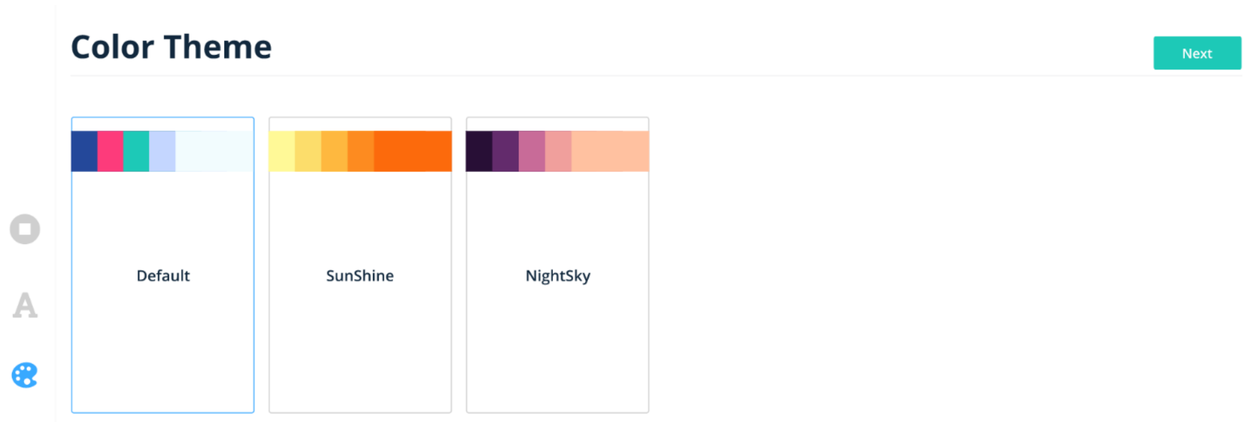
1. Logo & Title – The user shall be able to upload their logo image and the preferred size of the logo to upload must be 60 X 60 for setting up the company logo. The system will also display a text field above the logo for the user to input the company name.



2. Font – The user shall be able to choose the font from a list of font options avaialble that will be applied across all modules for all users across the internal web application.



3. Themes/Colors – The user shall be able to select and setup the default color themes to be applied for all users across the application by selecting the desired color themes from the list as shown in the mock below. Further, the other users such as cashier, manager or operator who will be using this internal web application shall also be able update the color themes frequently as required locally using the theme settings available under their corresponding logins in the navigation pane for themselves without disturbing this default setup.



CR 4 Assumptions:

1. This application being designed for Phase 1 will only be for Mammoth Car Wash and related Car Wash businesses, for other Nail Salons, Restaurants and Hair Salons, this feature will be included for Phase 2.
2. The actual representation of the mocks will vary from the FRS. The wireframes are just a representation of how the application will function, the look and feel of the application to be designed will be in accordance with design standards.

CR 5 Questions:

1. Adjustments – Can you please clarify what this field corresponds to?