



Daffodil International University

Department of Software Engineering

Organization, Leave & Attendance Management of FleetHR

A Modular Human Resource Management Solution

Project Report

A project report that partially satisfies the requirements for the degree of Bachelor of Science in Software Engineering, submitted to the Department of Software Engineering, Daffodil International University.

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APPROVAL

This project titled on “**Organization, Leave & Attendance Management of FleetHR**”, submitted by **Hojayfa Rahman (ID: 203-35-672)** to the Department of Software Engineering, Daffodil International University has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of Bachelor of Science in Software Engineering and approval as to its style and contents.

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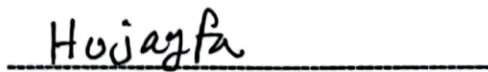
I hereby declare that this project is submitted in partial fulfillment of the requirements for the B.Sc. in Software Engineering at Daffodil International University, under the supervision of Mr. Khalid Been Badruzzaman Biplob, Lecturer (Senior Scale), Department of Software Engineering. I affirm that this is my original work and has not been submitted elsewhere for any degree or diploma.

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Acknowledgement

First and foremost, I am profoundly grateful to God for granting me the strength, perseverance, and clarity of mind to complete my project work and for providing me with the opportunity to delve into this significant challenge.

A project is never the creation of one individual. It is a symphony of ideas, evaluations, contributions, and hard work from many. The journey and ultimate success of a project are deeply rooted in the guidance and support of numerous individuals, and I consider myself incredibly fortunate to have received such assistance throughout this endeavor.

I would like to express my deepest gratitude to my honorable teacher and project supervisor, **Mr. Khalid Been Badruzzaman Biplob**, for his unwavering support, professional planning, insightful guidance, invaluable suggestions, and exemplary leadership. His meticulous review and constructive feedback have significantly enhanced the quality of my work and have been indispensable to this project's success.

My sincere appreciation extends to all the instructors in the Department of Software Engineering, Faculty of Science and Information Technology at Daffodil International University. Their outstanding collaboration and support have been a cornerstone of my academic journey. I would also like to thank the administrative staff, whose behind-the-scenes efforts have been crucial in facilitating the smooth progress of my project.

Finally, I am profoundly thankful to my parents and other family members for their steadfast encouragement, love, and support. Their belief in me has been the bedrock upon which I have built this work.

Hojayfa Rahman

Author

Dedication

I wholeheartedly dedicate this work to the **open-source community**, whose boundless generosity, knowledge, and collaborative spirit have profoundly shaped my learning journey. From the countless lines of shared code to the invaluable forums and discussions, I have been continuously inspired and enriched by this incredible community. It is within this vibrant ecosystem that I have found not only the tools and resources to grow but also the encouragement to push beyond my limits.

This project stands as a testament to the collective wisdom and support I have received. The open-source community has not only provided me with technical knowledge but has also instilled in me the values of sharing, collaboration, and continuous improvement.

As I continue my journey, it is my earnest desire and commitment to give back. I am dedicated to contributing to this ever-growing repository of shared knowledge and to fostering the spirit of innovation and cooperation that defines the open-source ethos. Through my future endeavors, I hope to inspire others as much as I have been inspired, ensuring that the cycle of learning and sharing continues to thrive.

Hojayfa Rahman

Author

Table of contents

CHAPTER 1 – INTRODUCTION	1
1.1 Project Overview	1
1.2 Project Purpose	1
1.2.1 Proposed System	2
CHAPTER 2 – SYSTEM ANALYSIS	3
2.1 Feasibility Analysis	3
2.1.1 Technical Feasibility	3
2.1.2 Operational Feasibility	4
2.2 Functional Requirements	4
2.3 System Requirements	6
2.4 Non-Functional Requirements	7
2.5 Performance	8
CHAPTER 3 – SYSTEM DESIGN	9
3.1 Development Model	9
3.1.1 Use Case Diagram	10
3.1.2 Use Case Description	11
3.2 Activity Diagram	20
3.3 Sequence Diagram	29
3.4 ER Diagram	38
3.5 Class Diagram	39
CHAPTER 4 – DEVELOPMENT TOOL & TECHNOLOGY	40
4.1 Integrated Development Environment (IDE)	40
4.2 Programming Language	40
4.3 User Interface Design	40
4.4 Database	40

4.5	Deploy & Hosting	40
CHAPTER 5 – SYSTEM TESTING		41
5.1	Testing Features	41
5.1.1	Features To Be Tested.....	41
5.2	Testing Strategies.....	41
5.2.1	Test Approaches.....	41
5.2.2	Pass/Fail Criteria	42
5.2.3	Testing Schedule	42
5.3	Test Cases	43
CHAPTER 6 – USER MANUAL.....		45
6.1	Landing Page	45
6.2	Onboarding	46
6.3	Navigating The App.....	47
6.4	Department Management.....	49
6.5	Role Management	50
CHAPTER 7 – CONCLUSION.....		51
7.1	Project Links	51
7.2	Limitations	51
7.3	Future Scopes.....	51
CHAPTER 8 – REFERENCES		52

Table of Figures

Figure 1: Use Case Diagram	10
Figure 2: Activity Diagram (Manage Organization).....	20
Figure 3: Activity Diagram (Manage Roles)	21
Figure 4: Activity Diagram (Manage Departments)	22
Figure 5: Activity Diagram (Modify Settings)	23
Figure 6: Activity Diagram (Apply for Leave).....	24
Figure 7: Activity Diagram (Authorize Leave).....	25
Figure 8: Activity Diagram (Update Personal Information)	26
Figure 9: Activity Diagram (Record Attendance).....	27
Figure 10: Activity Diagram (View Attendance Report).....	28
Figure 11: Sequence Diagram (Manage Organization)	29
Figure 12: Sequence Diagram (Manage Roles)	30
Figure 13: Sequence Diagram (Manage Departments).....	31
Figure 14: Sequence Diagram (Modify Settings)	32
Figure 15: Sequence Diagram (Apply for Leave).....	33
Figure 16: Sequence Diagram (Authorize Leave)	34
Figure 17: Sequence Diagram (Update Personal Information).....	35
Figure 18: Sequence Diagram (Record Attendance)	36
Figure 19: Sequence Diagram (View Attendance Report)	37
Figure 20: Entity Relationship Diagram	38
Figure 21: Class Diagram	39
Figure 22: Landing Page (Hero Section)	45
Figure 23: Landing Page (Contact Section)	45
Figure 24: Onboarding (Account Creation)	46
Figure 25: Onboarding (Organization Creation).....	46
Figure 26: Onboarding (Subscription)	47
Figure 27: Dashboard.....	47
Figure 28: Navigation Menu	48
Figure 29: User Menu	48
Figure 30: Department Management Page.....	49
Figure 31: New Department Page.....	49
Figure 32: Role Management Page	50
Figure 33: New Role Page	50

CHAPTER 1 – INTRODUCTION

1.1 Project Overview

FleetHR is an easy-to-use Human Resource management software built for Small and Medium Enterprises (SMEs). It also became clear that it has a modular structure since it is possible to choose only the necessary component, thus saving money. This is even true for large organizations and as the SME progresses, FleetHR can be further expanded with extra functionalities as required. The company that needs a flexible and cost-effective HR solution for SMEs will find FleetHR quite appealing.

1.2 Project Purpose

When it comes to human resource management, many SMEs experience problems because they cannot afford to spend much money and get the best systems to implement.

FleetHR aims to solve the following problems faced by SMEs:

- **Budget Constraints:** FleetHR offers an affordable solution with transparent pricing and no hidden costs.
- **Scalability Issues:** FleetHR is designed to be flexible and scalable, adapting to businesses' evolving HR needs.
- **Limited Features:** FleetHR prioritizes essential HR functionalities while allowing customization to fit specific business needs.

1.2.1 Proposed System

FleetHR fully uses the opportunities of being an example of the SaaS model, while meeting the needs of small businesses, it solves the problems of affordable, flexible, and convenient services.

Key advantages include:

- **Affordability and Transparent Pricing:** This guarantees the SMEs reasonable costs which are only accorded to their consumption pattern.
- **Module Selection:** The modules can also be purchased on demand, thus making it cheap for businesses to implement what they need only.
- **User-Friendly Interface:** FleetHR has a friendly user-interface, thus minimizing the time one will take to learn how to use it, and it is easy to install.
- **Scalability and Extensibility:** It is a flexible model, meaning that new features can be added as the SME grows.
- **Mobile Accessibility:** FleetHR also allows to perform the HR tasks being on business trip, which raises flexibility of work.
- **Comprehensive Support and Documentation:** Responsible support and documentation help SME's to implement and utilize FleetHR efficiently.

CHAPTER 2 – SYSTEM ANALYSIS

2.1 Feasibility Analysis

Current Market State

Enterprise HRM solutions offer comprehensive functionalities but are cost-prohibitive for SMEs, while affordable options often lack flexibility and advanced features. There's a significant gap for a cost-effective, feature-rich, flexible, and user-friendly HRM solution for SMEs.

Competitive Features Needed

- **Affordability:** Transparent pricing structure allowing SMEs to pay only for needed modules.
- **Modularity:** Customizable modules based on specific requirements.
- **User-Friendliness:** Intuitive interface minimizing the need for extensive training.
- **Mobile Accessibility:** Access to the system from mobile devices for on-the-go HR management.

2.1.1 Technical Feasibility

Challenges

- **Performance and Flexibility:** The system must be performant and responsive while offering flexibility to adapt to various SME needs.
- **Cost Management:** Keeping initial development and ongoing operational costs low is crucial to ensure the solution remains affordable for SMEs.
- **User Experience:** Ensuring a user-friendly interface that simplifies HR tasks and reduces the learning curve is essential.

Modern Tools and Technologies

- **Modern Frameworks (Next.js, React.js):** Enabling responsive and performant applications, server-side rendering, and static site generation for fast load times across devices.
- **Serverless and Edge Computing:** Reducing infrastructure costs and automatic scaling for varying loads.
- **PostgreSQL:** Open-source, robust, scalable, and cost-effective data management.

2.1.2 Operational Feasibility

SMEs require an easy-to-implement, manage, and scale HRM solution aligning with their operational workflows and enhancing productivity without significant disruption. FleetHR must address pain points like high costs, complex setups, and inflexible systems.

2.2 Functional Requirements

FR – 001	User Registration and Organization Creation
Description	When users click "Get Started," they create an account and organization, select modules for subscription, and complete the process.
Stakeholders	Organization Owner, All Users

FR – 002	Role-Based Access Control
Description	The organization creator (owner) has access to all subscribed modules and can create different roles with specific permissions for other members of the organization.
Stakeholders	Organization Owner, All Users

FR – 003	Manage Departments
Description	Users with appropriate permissions can perform CRUD (Create, Read, Update, Delete) operations on departments within the organization.
Stakeholders	Organization Owner, Admin, HR Manager

FR – 004	Manage Roles
Description	Users with appropriate permissions can perform CRUD operations on roles within the organization. This includes creating roles with different access levels and permissions.
Stakeholders	Organization Owner, Admin, HR Manager

FR – 005	Apply for Leave
Description	Employees can apply for leave through the leave management module. The request is then processed by individuals with the appropriate permissions.
Stakeholders	Organization Owner, Admin, HR Manager

FR – 006	Authorize Leave Requests
Description	Users with the appropriate access can approve or reject leave requests submitted by employees. They can also access and review the leave history.
Stakeholders	HR Manager, Admin, Department Heads

FR – 007	Access Control
Description	Implement robust access control mechanisms to restrict unauthorized access.
Stakeholders	Organization Owner, Admin, HR Manager

FR – 008	Modify Settings
Description	Users with the appropriate permissions can modify various settings of the organization through the settings section.
Stakeholders	Organization Owner, Admin

2.3 System Requirements

SR – 001	Server Hardware
Description	The hosting environment must have sufficient computational resources to handle the anticipated load, but since FleetHR will be deployed on Vercel's edge network, physical server requirements are managed by Vercel.
Stakeholders	Vercel, Developers

SR – 002	Database Management System
Description	FleetHR uses PostgreSQL as the database management system, which will be hosted on Neon.
Stakeholders	Neon, Developers

SR – 003	Client Devices
Description	Since FleetHR is a web application, any device capable of running a modern web browser smoothly will be sufficient.
Stakeholders	End Users

SR – 004	Software Requirements
Description	The local development environment should run on a stable and secure operating system that is capable of hosting a node runtime.
Stakeholders	Developers

2.4 Non-Functional Requirements

NFR – 001	Response Time
Description	The system should respond to user actions within an acceptable time frame to ensure a smooth user experience.
Stakeholders	Developers, End Users

NFR – 002	Throughput
Description	The system should be able to handle a high number of concurrent users and transactions.
Stakeholders	Developers, End Users

NFR – 003	Scalability
Description	The system should be scalable to accommodate growing numbers of users and data.
Stakeholders	Developers, End Users

NFR – 004	Uptime
Description	The system should be highly available and have minimal downtime.
Stakeholders	Developers, End Users

NFR – 005	Data Privacy
Description	Ensure the privacy of user data by implementing strict access controls and data encryption.
Stakeholders	Developers, End Users

NFR – 006	Modularity
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Description	The system should be modular to allow for easy updates and integration of new features.
Stakeholders	Developers

2.5 Performance

This section evaluates the performance of FleetHR to ensure it meets necessary standards for a smooth user experience.

Key Performance Indicators (KPIs)

- **Response Time:** Average response time should be less than 2 seconds, and maximum response time should not exceed 5 seconds under peak load.
- **Throughput:** Handle at least 1,000 transactions per second (TPS) under normal conditions and 500 TPS during peak times.
- **Uptime:** Maintain 99.9% uptime, allowing a maximum of 8.77 hours of downtime annually.
- **Scalability:** Support up to 10,000 concurrent users without performance degradation.

CHAPTER 3 – SYSTEM DESIGN

3.1 Development Model

FleetHR followed an iterative and incremental development model, allowing for flexible adaptation throughout the project lifecycle.

- **Iterative Cycles:** The project was divided into cycles, each focusing on delivering a specific set of features or enhancements.
- **Prototyping and Testing:** Each iteration involved building prototypes, conducting tests, and gathering feedback for further improvement.
- **Continuous Integration:** New features and changes were regularly integrated into the existing codebase.

3.1.1 Use Case Diagram

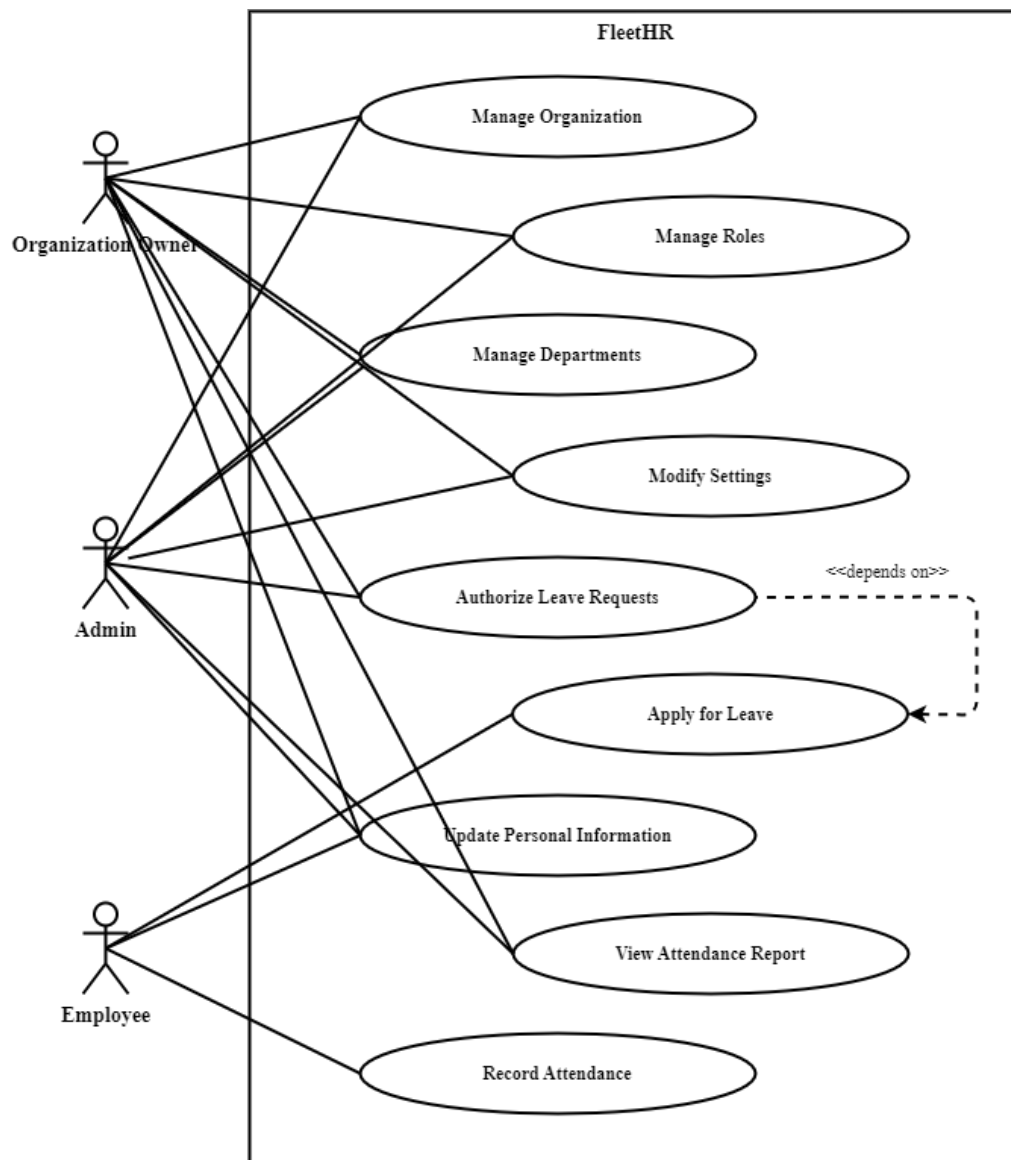


Figure 1: Use Case Diagram

3.1.2 Use Case Description

Use Case	Manage Organization
Goal	To view, update, and delete organization details.
Preconditions	User must be logged in and have organization owner permissions.
Success End Condition	Organization details are successfully managed.
Failed End Condition	Operation fails due to validation errors or lack of permissions.
Primary Actors	Organization Owner
Secondary Actors	None
Trigger	User selects the "Mange Organization" option from settings.
Description / Main Success Scenario	1. User navigates to "Manage Organization" page. 2. User views current organization details. 3. User updates organization details and submits the form. 4. System validates the input. 5. System saves the changes and updates the organization details. 6. User confirms changes are saved successfully.
Alternative Flows	3.1. User discards changes and exits the page.
Quality Requirements	○ System must validate inputs within 2 seconds.

Use Case	Manage Roles
Goal	To create, view, update, and delete roles with specific permissions.
Preconditions	User must be logged in and have permission to manage roles.
Success End Condition	Roles are successfully managed.
Failed End Condition	Operation fails due to validation errors or lack of permissions.
Primary Actors	Organization Owner, Admin
Secondary Actors	None
Trigger	User selects the "Manage Roles" option from the navbar.
Description / Main Success Scenario	1. User navigates to "Manage Roles" page. 2. User views existing roles. 3. User creates a new role with specific permissions and submits the form. 4. System validates the input. 5. System saves the new role. 6. User confirms role creation is successful.
Alternative Flows	3.1. User updates an existing role.
Quality Requirements	○ System must validate inputs within 2 seconds. ○ System must display confirmation message within 1 second.

Use Case	Manage Departments
Goal	To create, view, update, and delete departments.
Preconditions	User must be logged in and have permission to manage departments.
Success End Condition	Departments are successfully managed.
Failed End Condition	Operation fails due to validation errors or lack of permissions.
Primary Actors	Organization Owner, Admin
Secondary Actors	None
Trigger	User selects the "Manage Departments" option from the navbar.
Description / Main Success Scenario	1. User navigates to "Manage Departments" page. 2. User views existing departments. 3. User creates a new department and submits the form. 4. System validates the input. 5. System saves the new department. 6. User confirms department creation is successful.
Alternative Flows	3.1. User updates an existing department.
Quality Requirements	○ System must validate inputs within 2 seconds. ○ System must display confirmation message within 1 second.

Use Case	Modify Settings
Goal	To modify various application settings.
Preconditions	User must be logged in and have permission to modify settings.
Success End Condition	Settings are successfully modified.
Failed End Condition	Operation fails due to validation errors or lack of permissions.
Primary Actors	Organization Owner
Secondary Actors	None
Trigger	User selects the "Settings" option from the navbar.
Description / Main Success Scenario	1. User navigates to "Settings" page. 2. User modifies the desired settings. 3. User submits the changes. 4. System validates the input. 5. System saves the new settings. 6. User confirms settings modification is successful.
Alternative Flows	3.1. User discards changes and exits the page.
Quality Requirements	○ System must validate inputs within 2 seconds. ○ System must display confirmation message within 1 second.

Use Case	Apply for Leave
Goal	To apply for leave.
Preconditions	User must be logged in.
Success End Condition	Leave request is successfully submitted.
Failed End Condition	Operation fails due to validation errors or lack of permissions.
Primary Actors	Employee
Secondary Actors	None
Trigger	User selects the "Apply for Leave" option from the navbar.
Description / Main Success Scenario	1. User navigates to "Apply for Leave" page. 2. User fills in leave application details. 3. User submits the leave request. 4. System validates the input. 5. System saves the leave request. 6. User confirms leave application is submitted successfully.
Alternative Flows	3.1. User discards changes and exits the page.
Quality Requirements	○ System must validate inputs within 2 seconds. ○ System must display confirmation message within 1 second.

Use Case	Authorize Leave Requests
Goal	To authorize or reject leave requests.
Preconditions	User must be logged in and have permission to authorize leave requests.
Success End Condition	Leave request is successfully authorized or rejected.
Failed End Condition	Operation fails due to validation errors or lack of permissions.
Primary Actors	Admin
Secondary Actors	None
Trigger	User selects the " Leave Management" option from the navbar.
Description / Main Success Scenario	1. User navigates to "Authorize Leave Requests" page. 2. User views pending leave requests. 3. User selects a leave request to authorize or reject. 4. User approves or rejects the leave request. 5. System updates the leave request status. 6. User confirms the request is processed successfully.
Alternative Flows	3.1. User discards changes and exits the page.
Quality Requirements	○ System must validate inputs within 2 seconds. ○ System must display confirmation message within 1 second.

Use Case	Update Personal Information
Goal	To update personal information.
Preconditions	User must be logged in.
Success End Condition	Personal information is successfully updated.
Failed End Condition	Operation fails due to validation errors.
Primary Actors	Employee
Secondary Actors	None
Trigger	User selects the "Update Personal Information" option from settings.
Description / Main Success Scenario	1. User navigates to "Update Personal Information" page. 2. User updates personal information fields. 3. User submits the changes. 4. System validates the input. 5. System saves the updated information. 6. User confirms personal information is updated successfully.
Alternative Flows	3.1. User discards changes and exits the page.
Quality Requirements	○ System must validate inputs within 2 seconds. ○ System must display confirmation message within 1 second.

Use Case	Record Attendance
Goal	To record attendance.
Preconditions	User must be logged in.
Success End Condition	Attendance is successfully recorded.
Failed End Condition	Operation fails due to validation errors or lack of permissions.
Primary Actors	Employee
Secondary Actors	None
Trigger	User selects the "Record Attendance" option from the navbar.
Description / Main Success Scenario	1. User navigates to "Record Attendance" page. 2. User selects the attendance type (e.g., check-in, check-out). 3. User submits the attendance record. 4. System validates the input. 5. System saves the attendance record. 6. User confirms attendance is recorded successfully.
Alternative Flows	3.1. User discards changes and exits the page.
Quality Requirements	○ System must validate inputs within 2 seconds. ○ System must display confirmation message within 1 second.

Use Case	View Attendance Report
Goal	To view attendance reports.
Preconditions	User must be logged in and have permission to view attendance reports.
Success End Condition	Attendance report is successfully viewed.
Failed End Condition	Operation fails due to lack of permissions.
Primary Actors	Admin
Secondary Actors	None
Trigger	User selects the "View Attendance Report" option from the navbar.
Description / Main Success Scenario	1. User navigates to "View Attendance Report" page. 2. User selects the desired date range. 3. System retrieves the attendance report for the selected range. 4. User views the attendance report.
Alternative Flows	3.1. System displays a message indicating no data is available.
Quality Requirements	○ System must retrieve attendance data within 2 seconds. ○ System must display report within 1 second.

3.2 Activity Diagram

Manage Organization

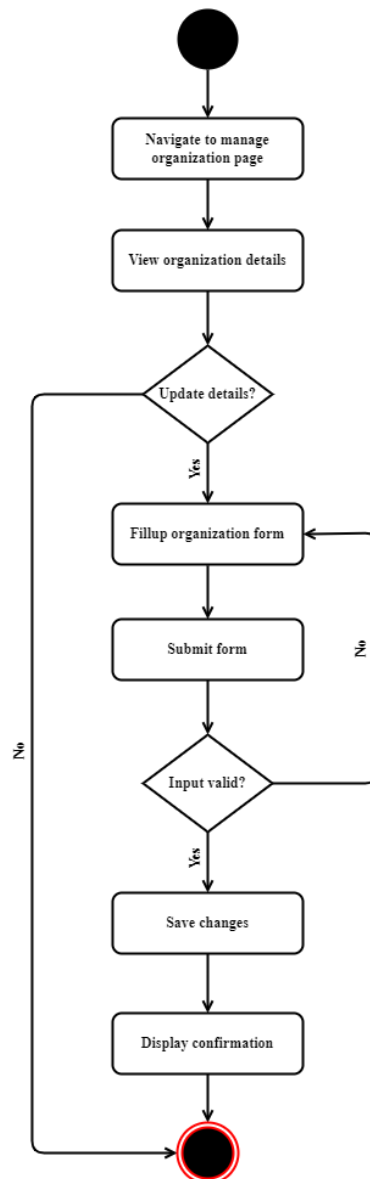


Figure 2: Activity Diagram (Manage Organization)

Manage Roles

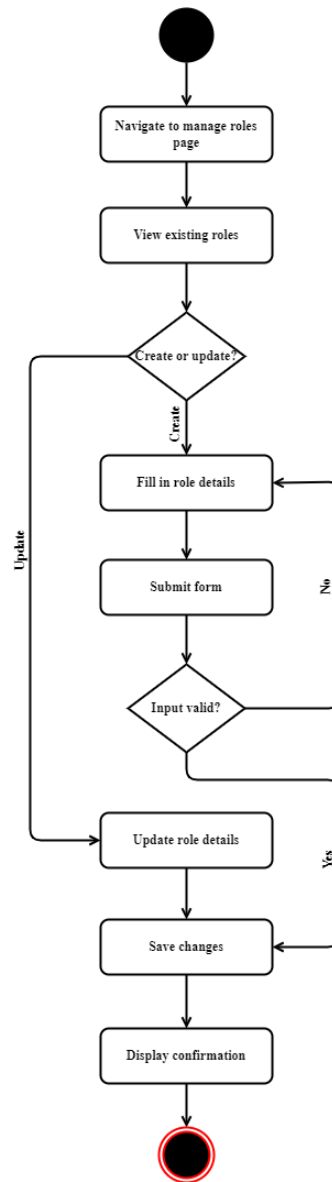


Figure 3: Activity Diagram (Manage Roles)

Manage Departments

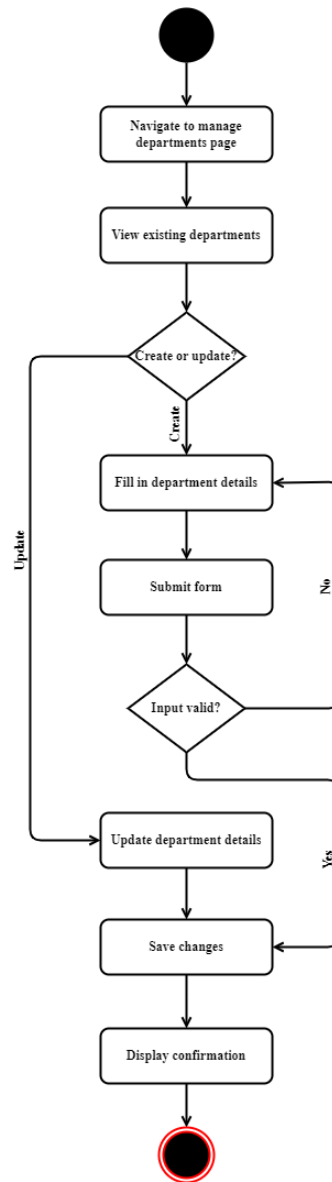


Figure 4: Activity Diagram (Manage Departments)

Modify Settings

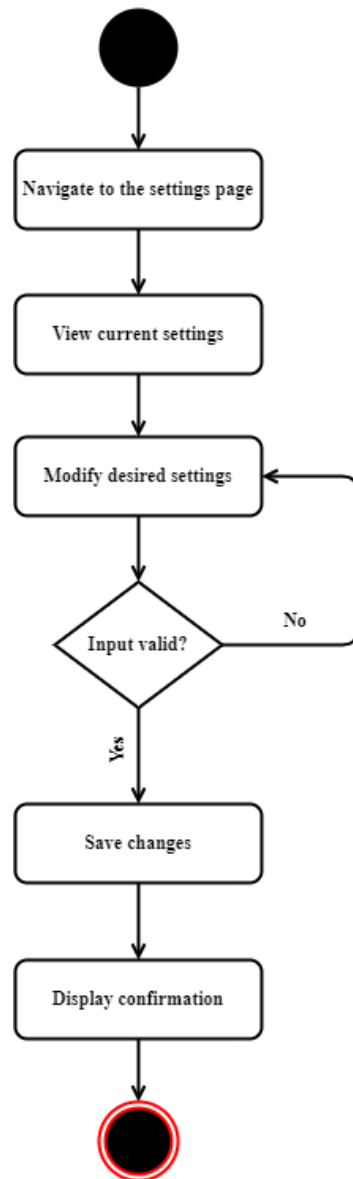


Figure 5: Activity Diagram (Modify Settings)

Apply for Leave

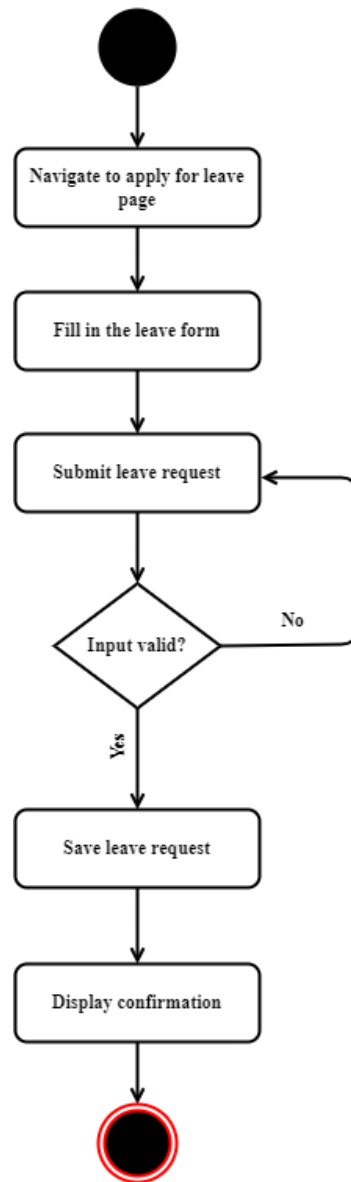


Figure 6: Activity Diagram (Apply for Leave)

Authorize Leave

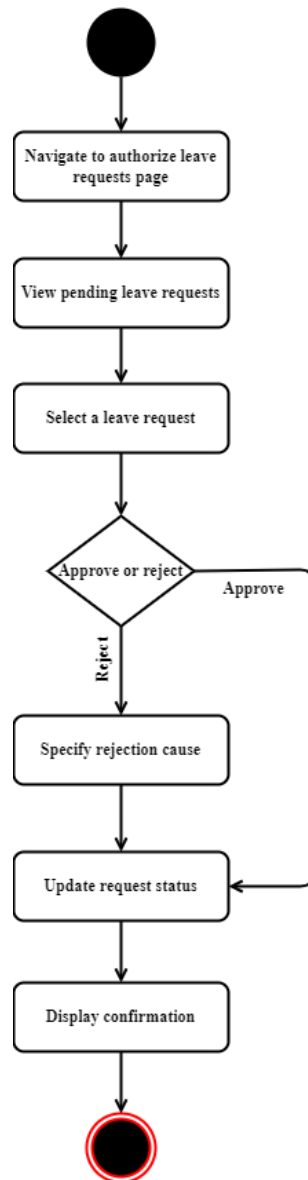


Figure 7: Activity Diagram (Authorize Leave)

Update Personal Information

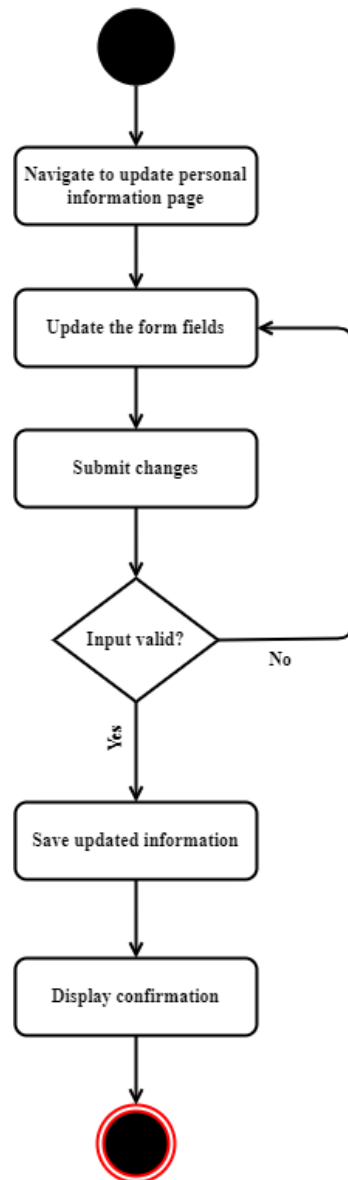


Figure 8: Activity Diagram (Update Personal Information)

Record Attendance

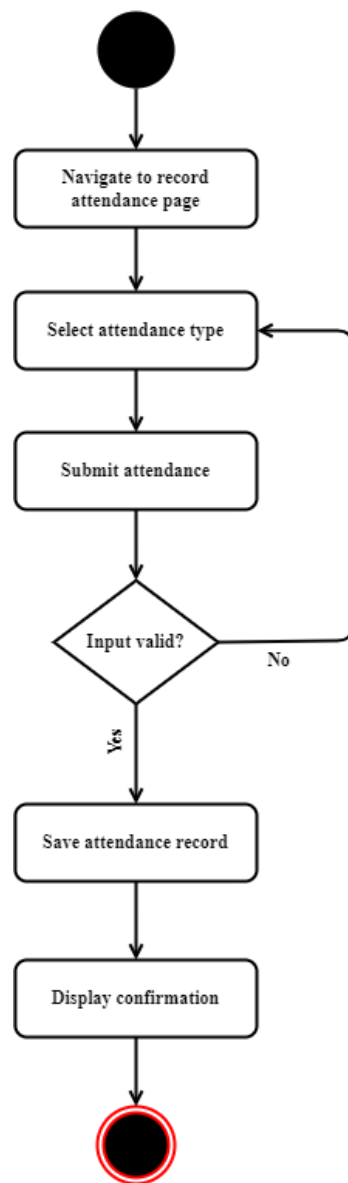


Figure 9: Activity Diagram (Record Attendance)

View Attendance Report

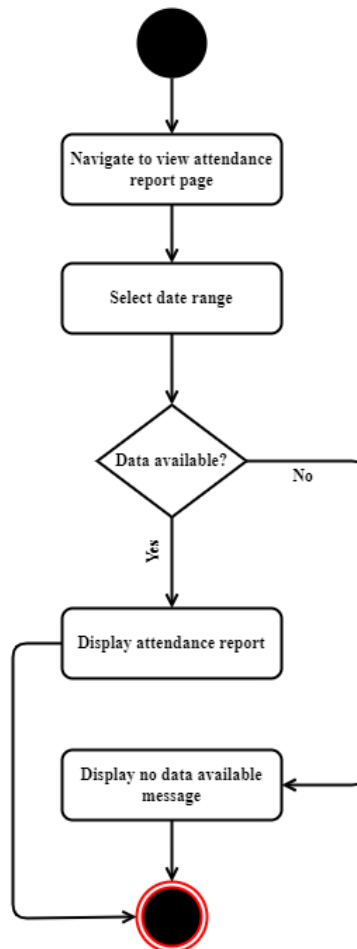


Figure 10: Activity Diagram (View Attendance Report)

3.3 Sequence Diagram

Manage Organization

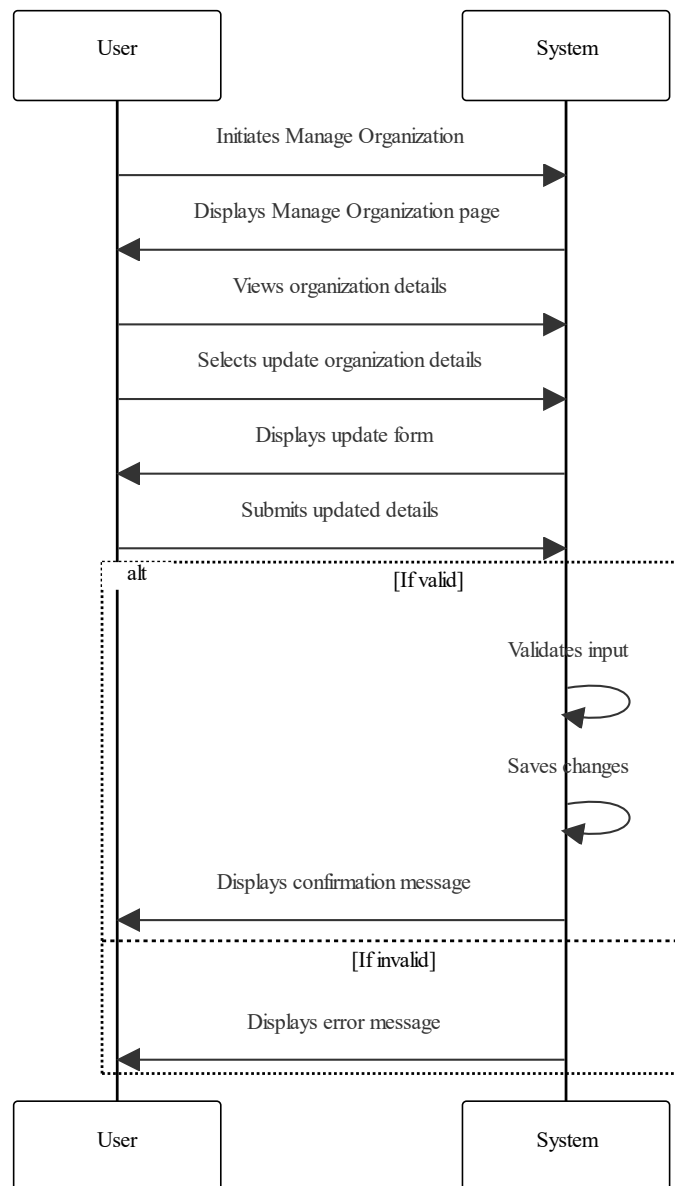


Figure 11: Sequence Diagram (Manage Organization)

Manage Roles

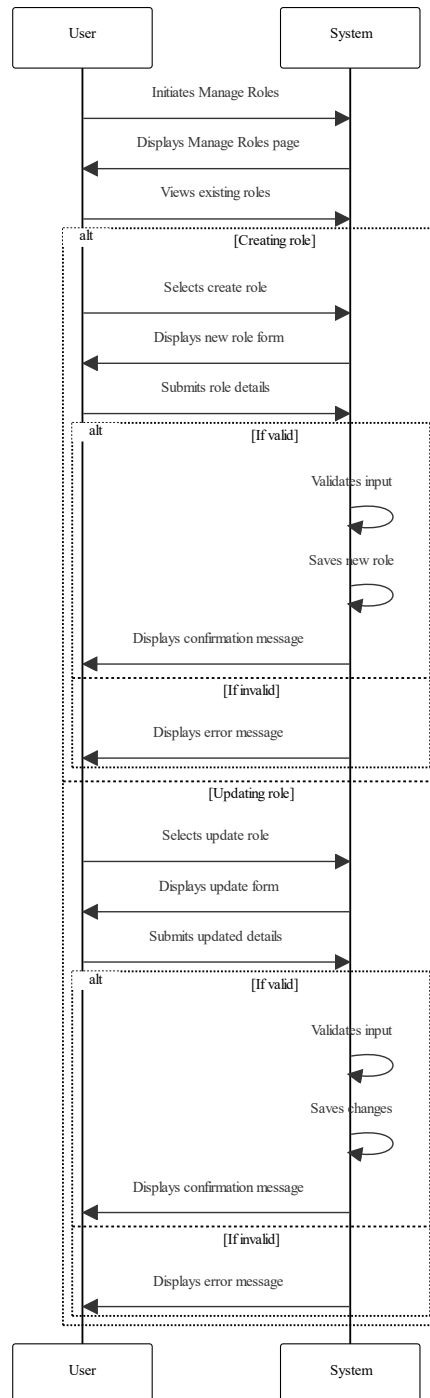


Figure 12: Sequence Diagram (Manage Roles)

Manage Departments

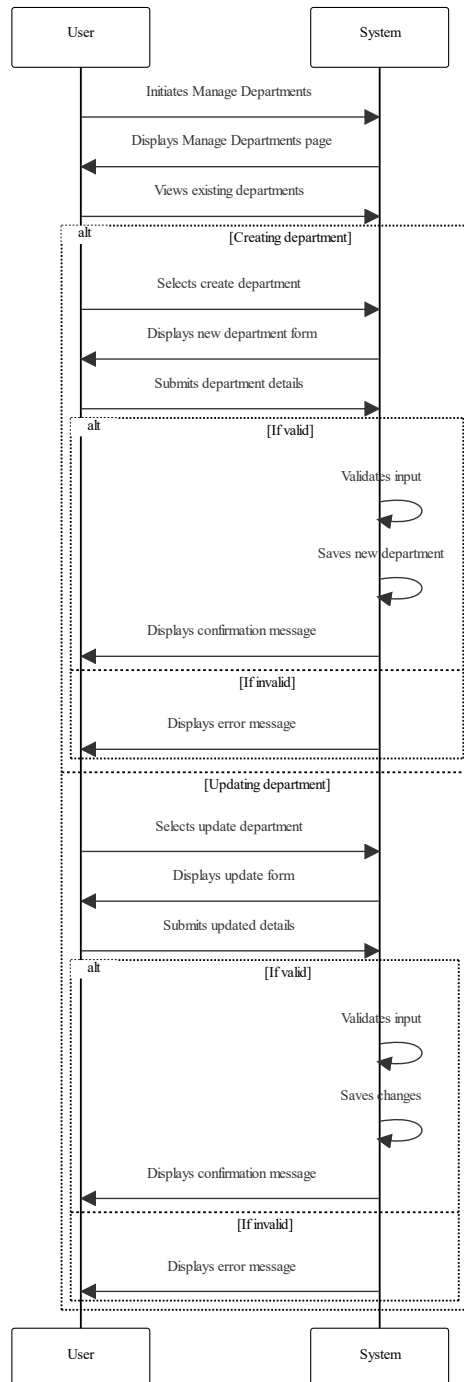


Figure 13: Sequence Diagram (Manage Departments)

Modify Settings

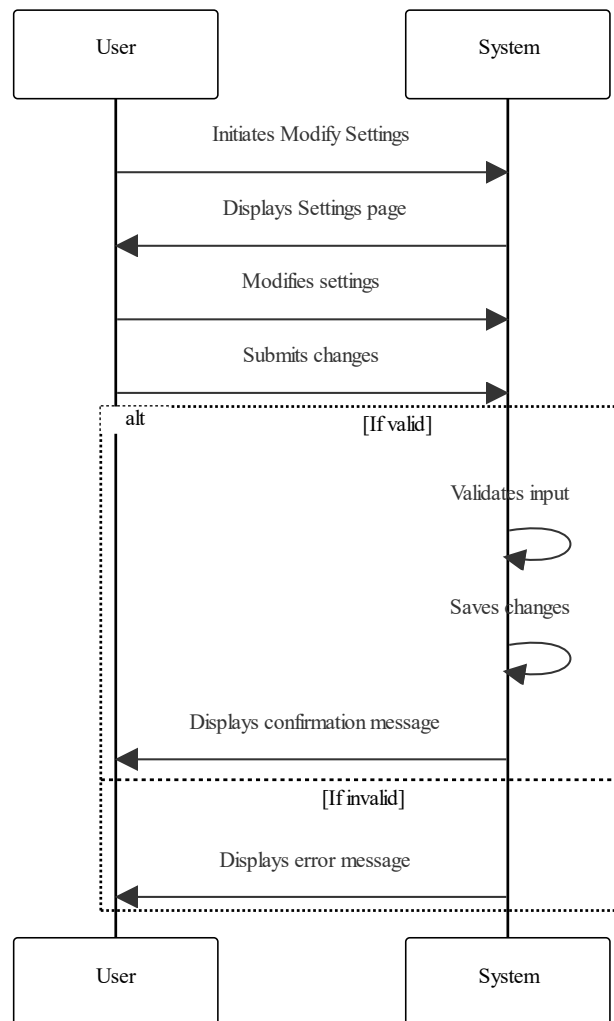


Figure 14: Sequence Diagram (Modify Settings)

Apply for Leave

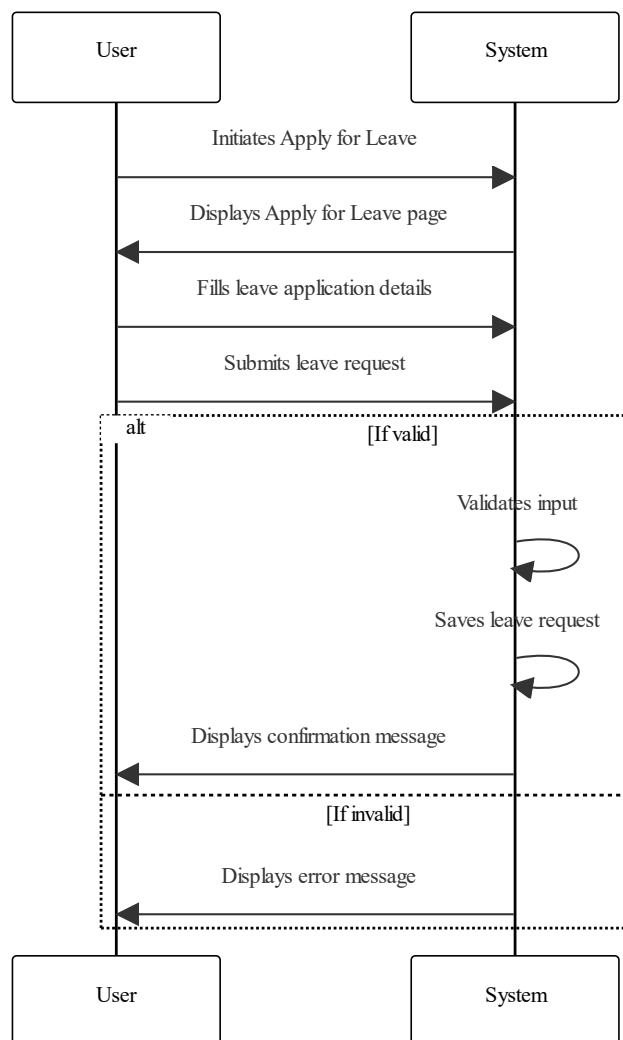


Figure 15: Sequence Diagram (Apply for Leave)

Authorize Leave

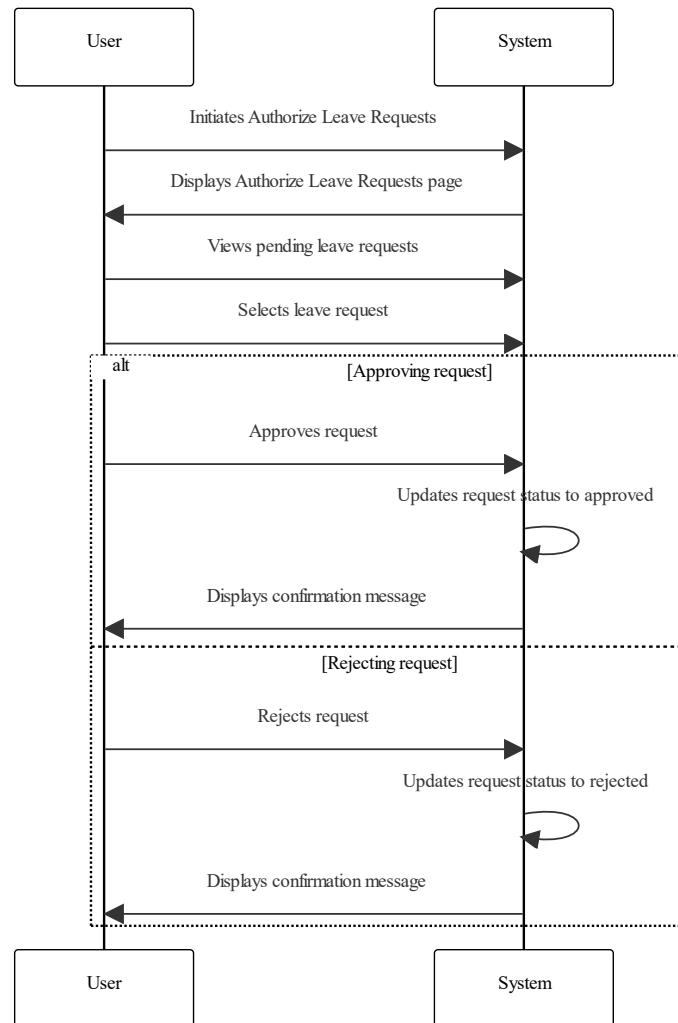


Figure 16: Sequence Diagram (Authorize Leave)

Update Personal Information

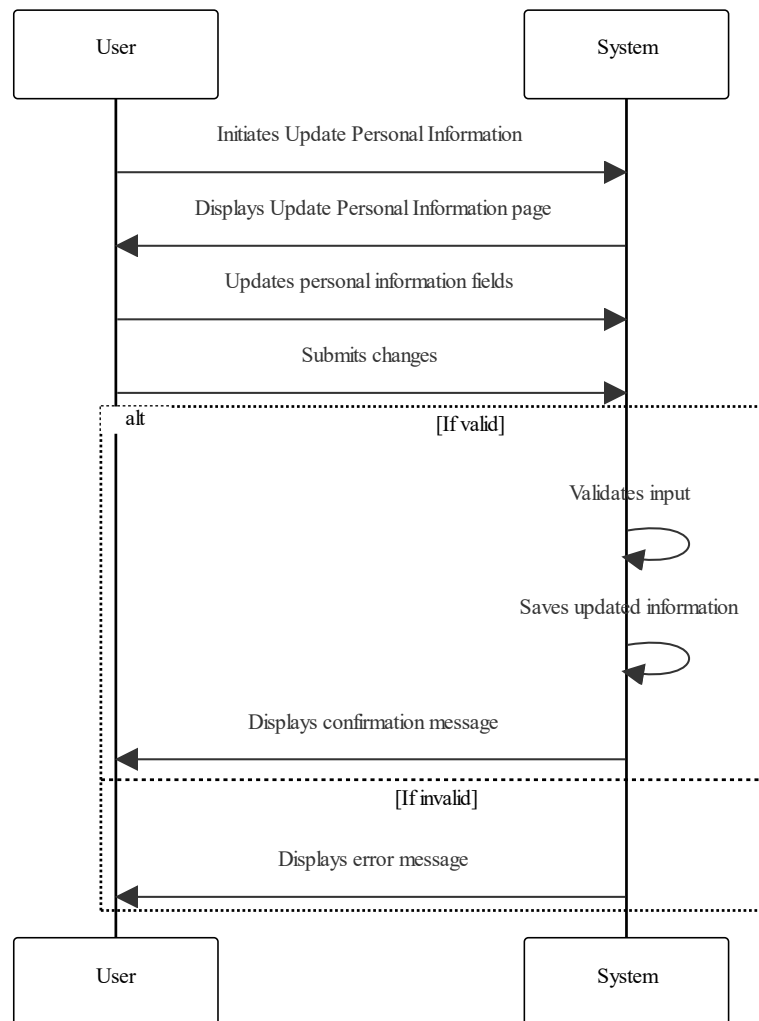


Figure 17: Sequence Diagram (Update Personal Information)

Record Attendance

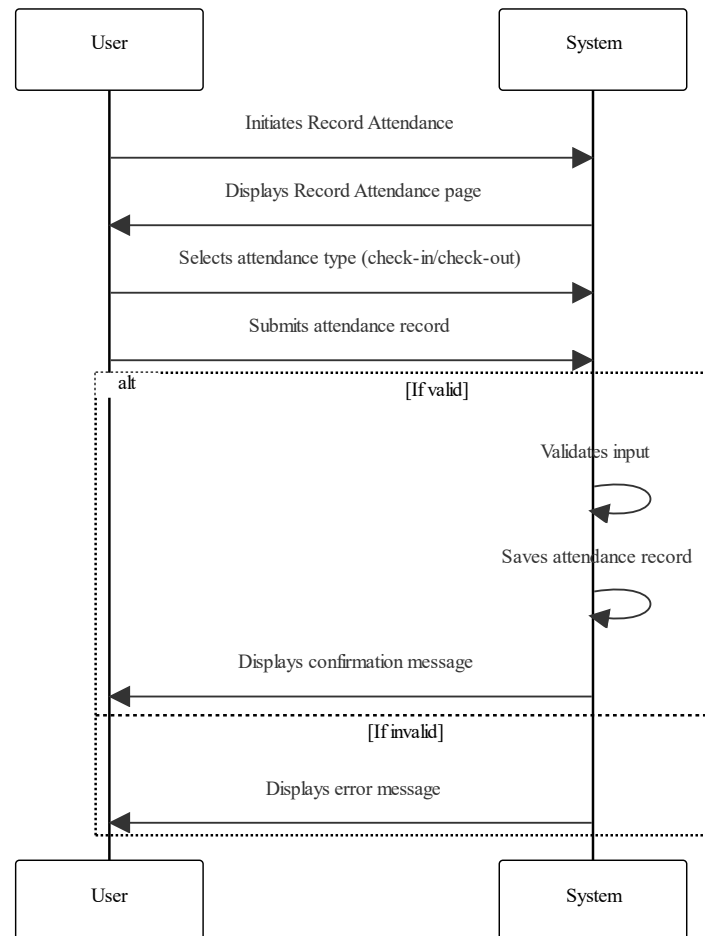


Figure 18: Sequence Diagram (Record Attendance)

View Attendance Report

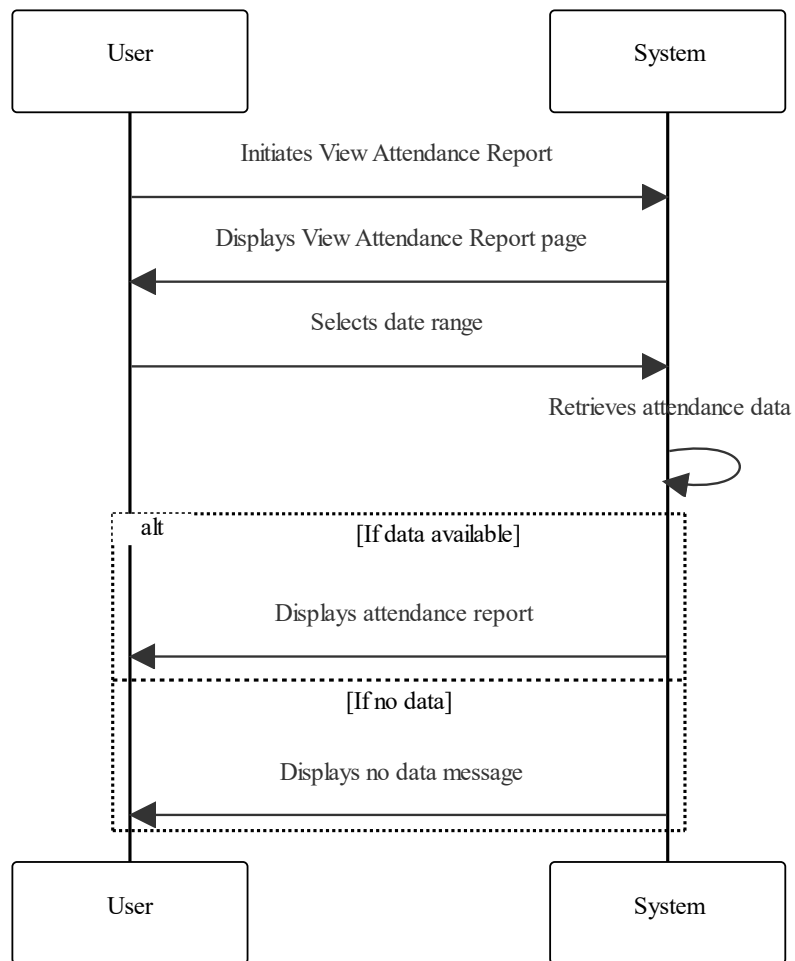


Figure 19: Sequence Diagram (View Attendance Report)

3.4 ER Diagram

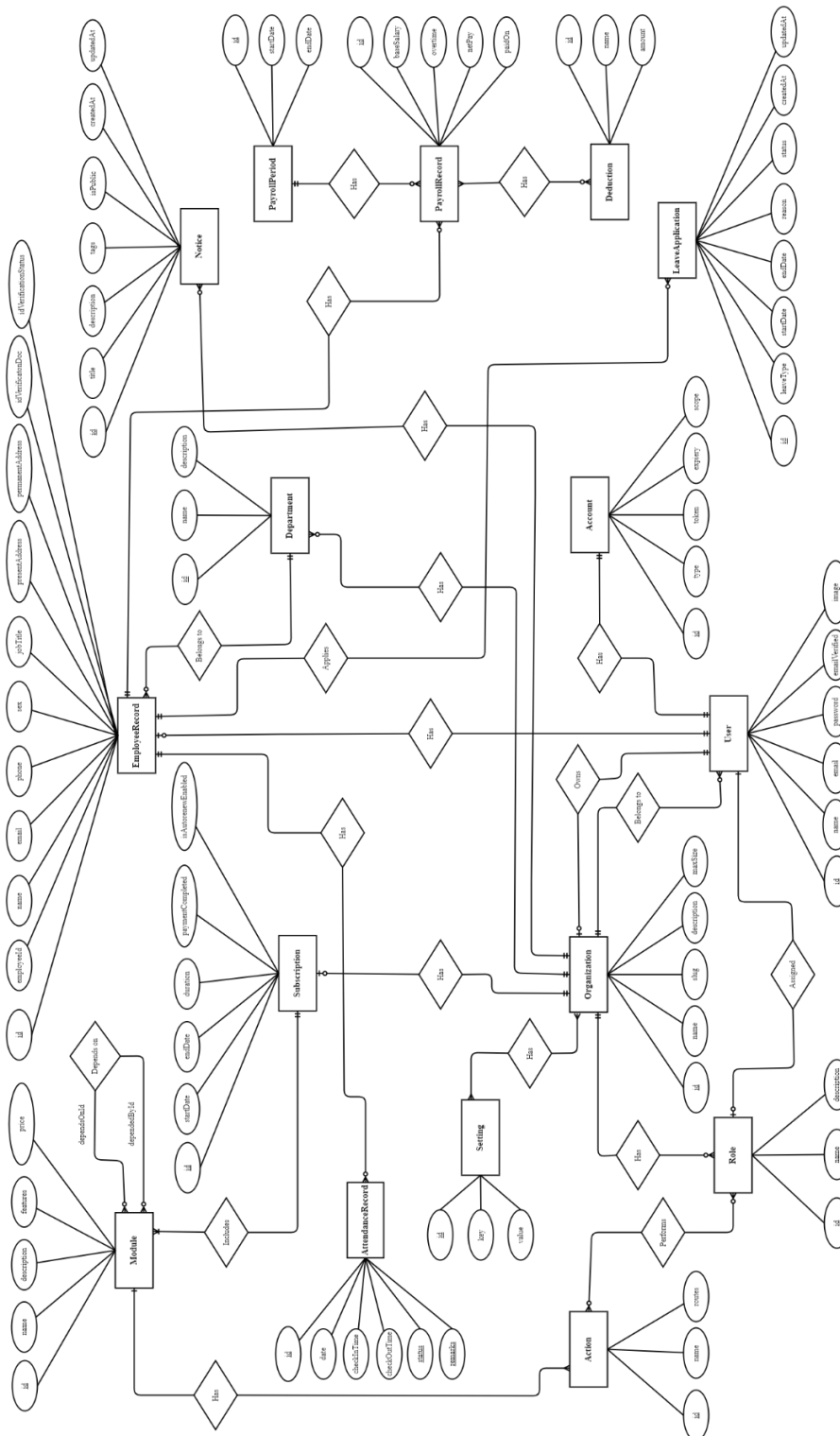


Figure 20: Entity Relationship Diagram

3.5 Class Diagram

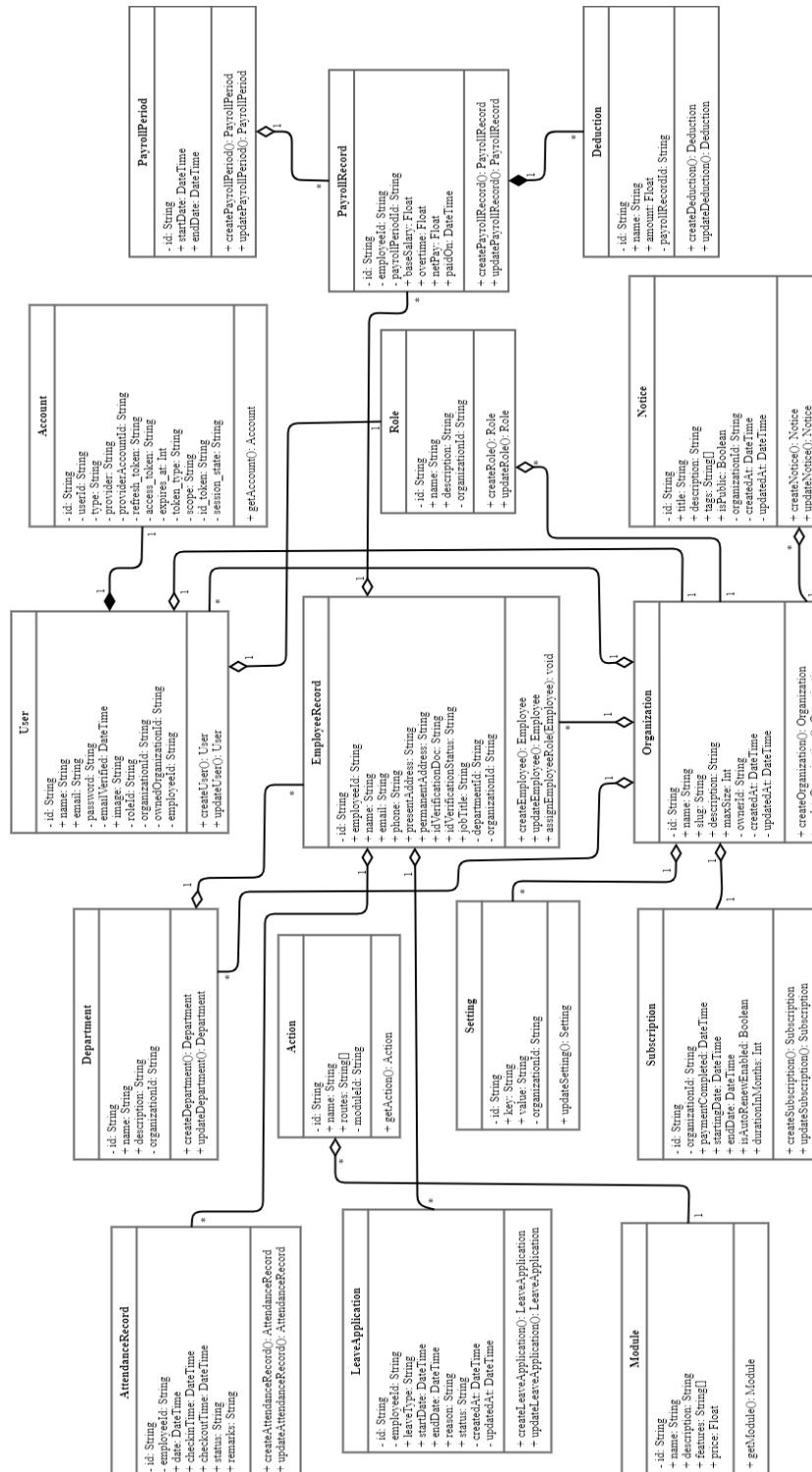


Figure 21: Class Diagram

CHAPTER 4 – DEVELOPMENT TOOL & TECHNOLOGY

4.1 Integrated Development Environment (IDE)

FleetHR's development leverages VS Code, ESLint, TS Server for linting, Prettier for formatting, Docker for local PostgreSQL, and extensions for debugging, completions, and productivity.

4.2 Programming Language

TypeScript with Next.js for server rendering and performance, Tailwind CSS and CSS Modules for styling, tRPC for type-safe APIs, and many other libraries.

4.3 User Interface Design

FleetHR's UI design focuses on simplicity and user-friendliness, adhering to the Keep It Simple, Stupid (KISS) principle for a clean look and quick user adaptation.

4.4 Database

PostgreSQL is used as for its reliability, performance, and extensibility. Prisma is used as an ORM. Docker is utilized to run a local PostgreSQL server.

4.5 Deploy & Hosting

FleetHR leverages Vercel as the hosting platform, integrating with Next.js and its edge network for automatic scaling and CI/CD with GitHub. The production database is hosted on Neon for high availability and performance. Uploadthing is used for file uploads. Early and frequent deployments minimize the dev-prod gap, enabling rapid iteration and feedback.

CHAPTER 5 – SYSTEM TESTING

5.1 Testing Features

The primary features of FleetHR that will undergo testing to ensure they function as expected.

5.1.1 Features To Be Tested

- **User Authentication:** Registration, login, and session management.
- **Module Subscription:** Selecting and subscribing to different HR modules.
- **Role and Permission Management:** Creating and assigning roles with specific permissions.
- **Department Management:** CRUD operations for departments.
- **Leave Management:** Applying for leave, approving/rejecting leave requests, and viewing leave history.
- **Settings Management:** Modifying various application settings.
- **Attendance Management:** Recoding self-attendance, accessing attendance report.

5.2 Testing Strategies

Strategies used to test FleetHR, ensuring comprehensive coverage of both individual components and integrated system behavior.

5.2.1 Test Approaches

Vitest for unit testing

Scope: Test individual functions (utility and domain logic) and UI components.

Objective: Validate isolated code units and ensure UI components render correctly.

End-to-end testing

Scope: Perform automated (Playwright) and manual end-to-end testing to simulate real user scenarios.

Objective: Ensure the entire system works together seamlessly, covering critical workflows such as onboarding and login.

5.2.2 Pass/Fail Criteria

Pass Criteria: All test cases must pass without errors. Each feature must perform its intended function as specified in the requirements.

Fail Criteria: Any test case that results in unexpected behavior, errors, or failure to meet the specified requirements.

5.2.3 Testing Schedule

Unit Testing:

Duration: 2 weeks

Activities: Write and execute unit tests for all tRPC procedures.

End-to-End Testing:

Duration: 1 week

Activities: Perform manual testing of user flows and critical functionalities.

Final Review and Bug Fixes:

Duration: 1 week

Activities: Review test results, fix identified bugs, and re-test affected areas.

5.3 Test Cases

Test Case 1: User Authentication

Objective: Verify user can register, log in, and maintain a session.

Steps:

1. Navigate to the registration page.
2. Fill in the required fields and submit.
3. Log in with the registered credentials.
4. Verify the user is redirected to the dashboard.
5. Check if the session is maintained on page reload.

Expected Result: User is registered, logged in, and maintains session successfully.

Test Case 2: Department Management

Objective: Verify CRUD operations for departments.

Steps:

1. Navigate to the Manage Departments section.
2. Create a new department and save.
3. Edit the created department and update details.
4. Delete the department.

Expected Result: Department is created, updated, and deleted without errors.

Test Case 3: Leave Management

Objective: Verify leave application and approval process.

Steps:

1. Apply for leave as an employee.
2. Log in as a manager and review the leave request.
3. Approve or reject the leave request.
4. Check the status of the leave request as the employee.

Expected Result: Leave request is processed correctly based on manager's action.

CHAPTER 6 – USER MANUAL

6.1 Landing Page

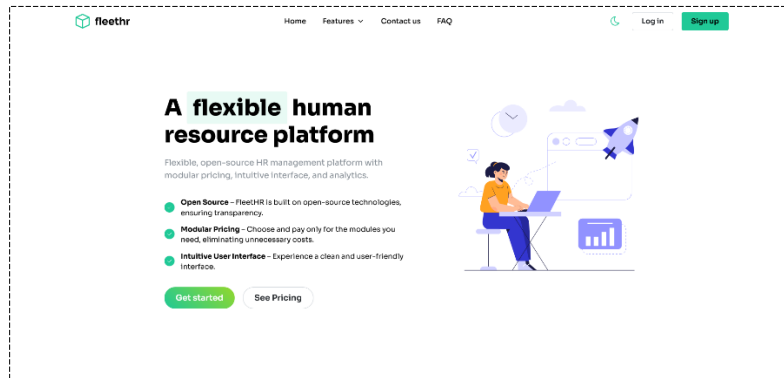


Figure 22: Landing Page (Hero Section)

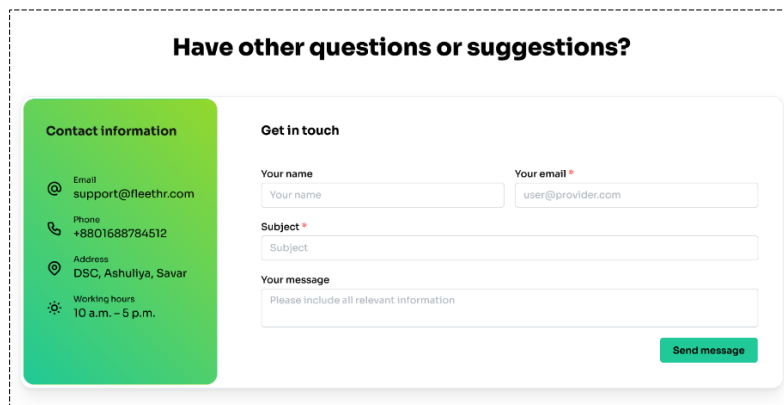
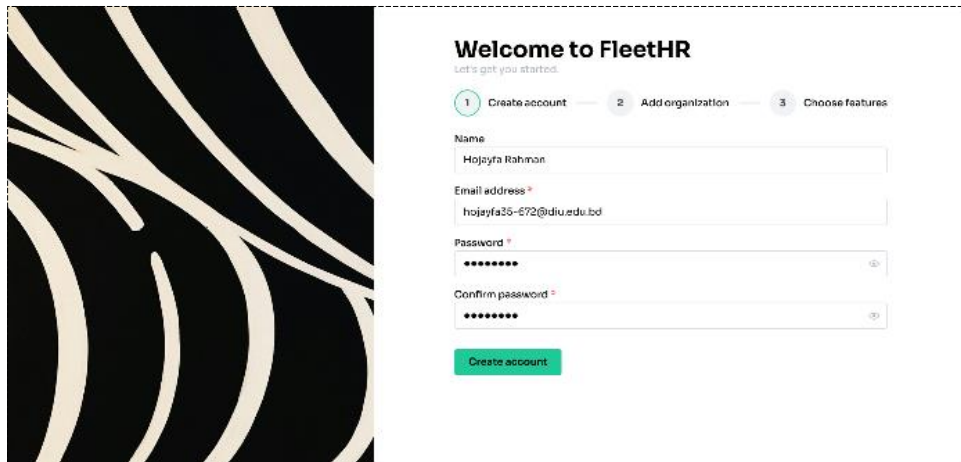


Figure 23: Landing Page (Contact Section)

The very first page users will land on when navigating FleetHR. Here they can find various information about FleetHR, for example, features, frequently asked questions, contact information, and most importantly, the “Get started” button.

6.2 Onboarding



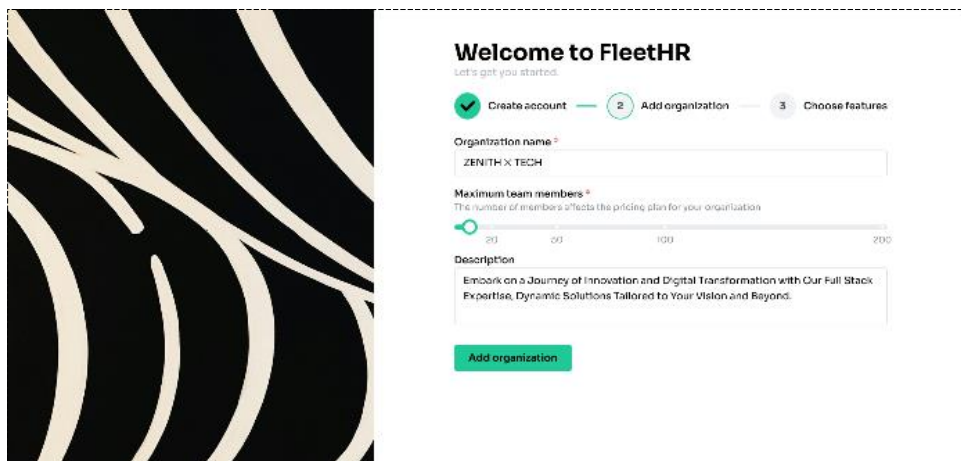
The screenshot shows the 'Welcome to FleetHR' onboarding screen. The progress bar indicates Step 1 'Create account' is active, while Step 2 'Add organization' and Step 3 'Choose features' are inactive. The form contains the following fields:

- Name:** Hojoyra Rahman
- Email address:** hojoyra35-672@diu.edu.bd
- Password:** [Masked with dots]
- Confirm password:** [Masked with dots]

A green 'Create account' button is located at the bottom of the form.

Figure 24: Onboarding (Account Creation)

After user initiates the onboarding flow by clicking “Get started” or “Sign up”, they will be prompted to create an account.



The screenshot shows the 'Welcome to FleetHR' onboarding screen at Step 2 'Add organization'. The progress bar shows Step 1 'Create account' as completed with a checkmark, and Step 2 'Add organization' as the current active step. The form contains the following fields:

- Organization name:** ZENITH X TECH
- Maximum team members:** A slider range from 20 to 200, with a green circle indicating the current selection at 20.
- Description:** Embark on a Journey of Innovation and Digital Transformation with Our Full Stack Expertise, Dynamic Solutions Tailored to Your Vision and Beyond.

A green 'Add organization' button is located at the bottom of the form.

Figure 25: Onboarding (Organization Creation)

Successful creation of the account will take them to the next step, where they will be prompted to fill up their organization details.

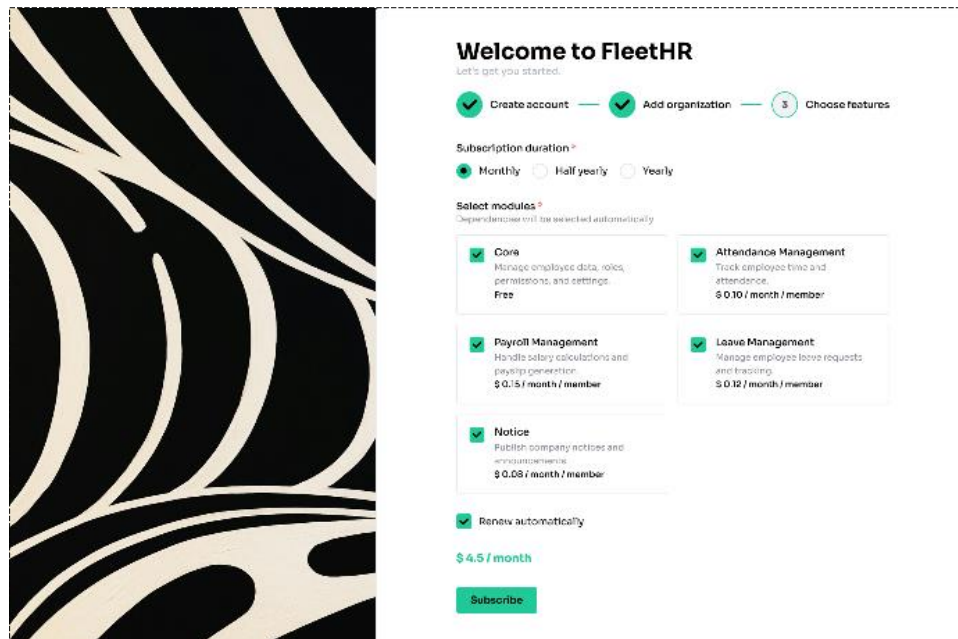


Figure 26: Onboarding (Subscription)

The next step is to select the features, selecting a module will automatically select their dependencies and show the resulting subscription fee.

6.3 Navigating The App

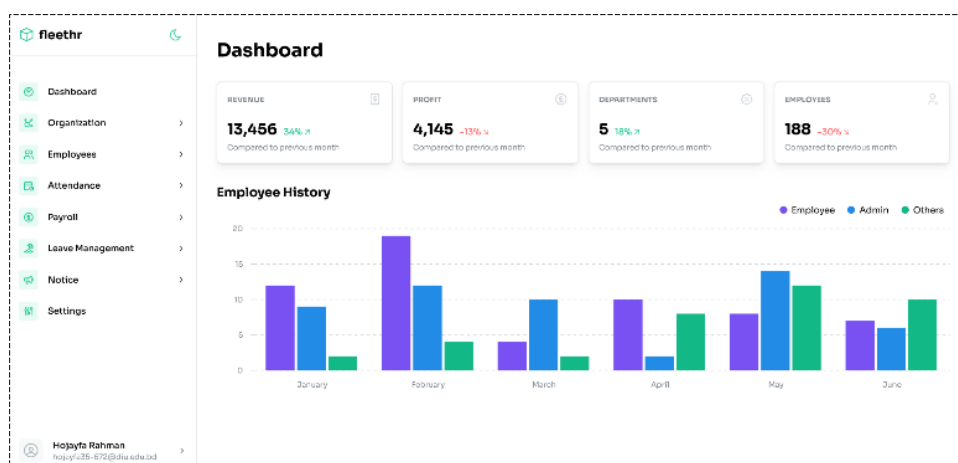


Figure 27: Dashboard

The app has a familiar and intuitive layout that users are likely to be familiar with.

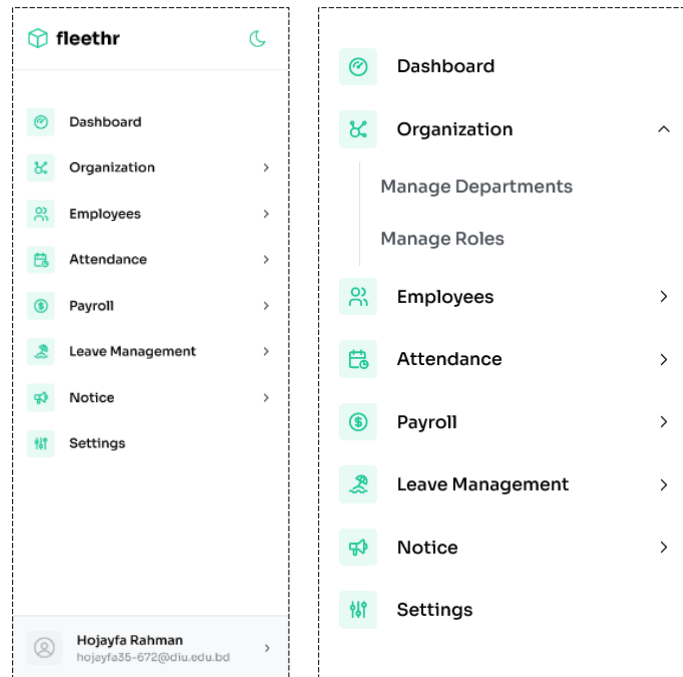


Figure 28: Navigation Menu

The sidebar contains navigation menu and sub-menus.



Figure 29: User Menu

The user button at the sidebar bottom opens the user menu.

6.4 Department Management

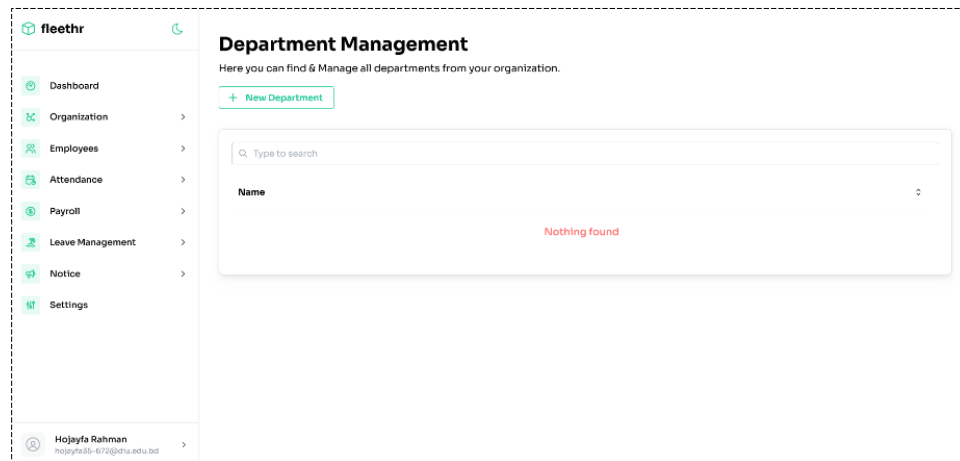


Figure 30: Department Management Page

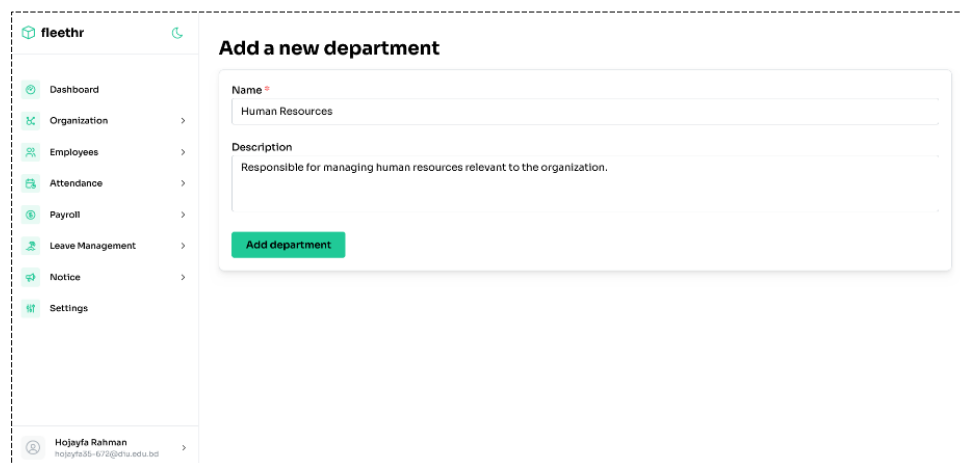


Figure 31: New Department Page

On the manage departments page, users can view and manage existing departments, including the ability to edit or delete them as needed. Additionally, they can create a new department by clicking the "New Department" button, providing a seamless and efficient way to manage their organizational structure.

6.5 Role Management

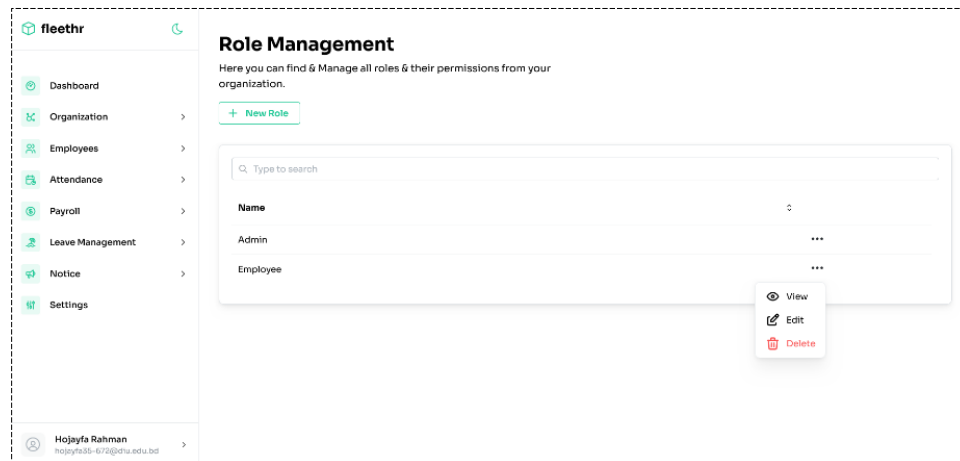


Figure 32: Role Management Page

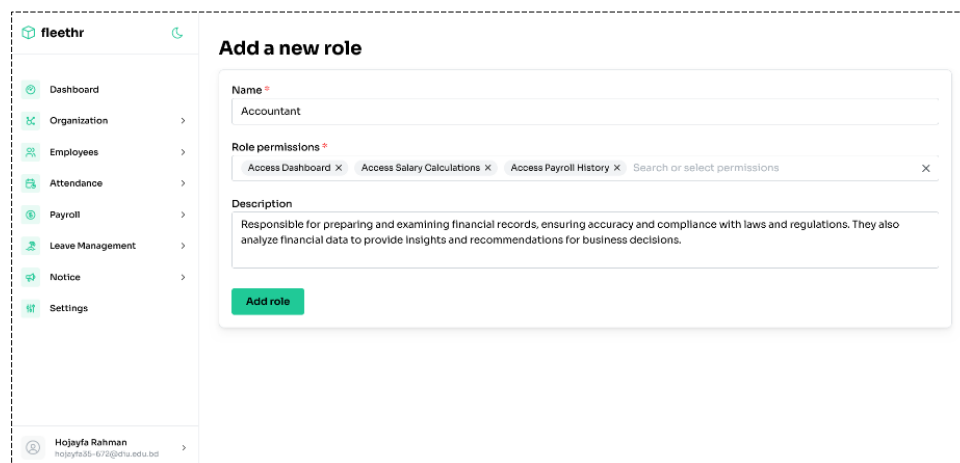
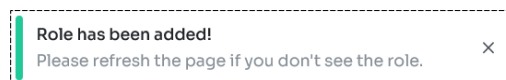


Figure 33: New Role Page



On the manage role page, users will be able to see and perform actions on the existing roles. Two roles are created by default, but users can always modify these roles or create new ones assigning custom permissions on each role.

CHAPTER 7 – CONCLUSION

7.1 Project Links

Here are the links for the FleetHR project:

- **Source Code:** <https://github.com/hrmasss/fleethr>
- **Live Deployment:** <https://fleethr.vercel.app/>
- **Diagrams:** <https://tinyurl.com/m6k4sdex>

7.2 Limitations

FleetHR is primarily designed for small to medium-sized enterprises (SMEs). As such, it lacks the advanced features required by large enterprises. Additionally, the current infrastructure may struggle to handle a sudden surge in users, potentially affecting performance and reliability during peak times.

7.3 Future Scopes

As for future, there is great potential in FleetHR with enormous possibilities for its development and enhancement. The future prospectus of the application includes enhancement of the features to offer more elaborate tools necessary for effective human resource management. Some of these will require enhancing the systems to incorporate additional features of predictive analytics for added insights, and in other cases, simple repetitive tasks will be best done automatically. In the same way, work shall be done to remove the current controversies in making it easier to use and make sure that the system can be expand to fit larger populace and the needs of organizations.

CHAPTER 8 – REFERENCES

1. Building a Custom HR SaaS Solution: Benefits, Key Features, Development Tips
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2. Companies Accelerating Adoption of Cloud-Based HR Platforms
 - <https://www.businesswire.com/news/home/20210331005591/en>
3. SaaS HR System: Features, Benefits, Costs and Examples
 - <https://selleo.com/blog/saas-hr-system-features-benefits-costs-and-examples>

Organization, Leave & Attendance Management of FleetHR

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