

ITERATION 7

TEAM 35



NGO PROJECT PORTFOLIO MANAGEMENT SYSTEM

This document defines the technical primitive digrams for all the use cases identified for the proposed Integrated NGO Management System for EPI-USE and groupelephant.com.

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1. Document Introduction

This document outlines the technical primitive diagrams of all the use cases defined for the proposed Integrated NGO Management System for EPI-USE and groupelephant.com.

2. Technical Primitive Diagrams

2.1 User Subsystem Technical Primitive Diagrams

2.1.1 User Login

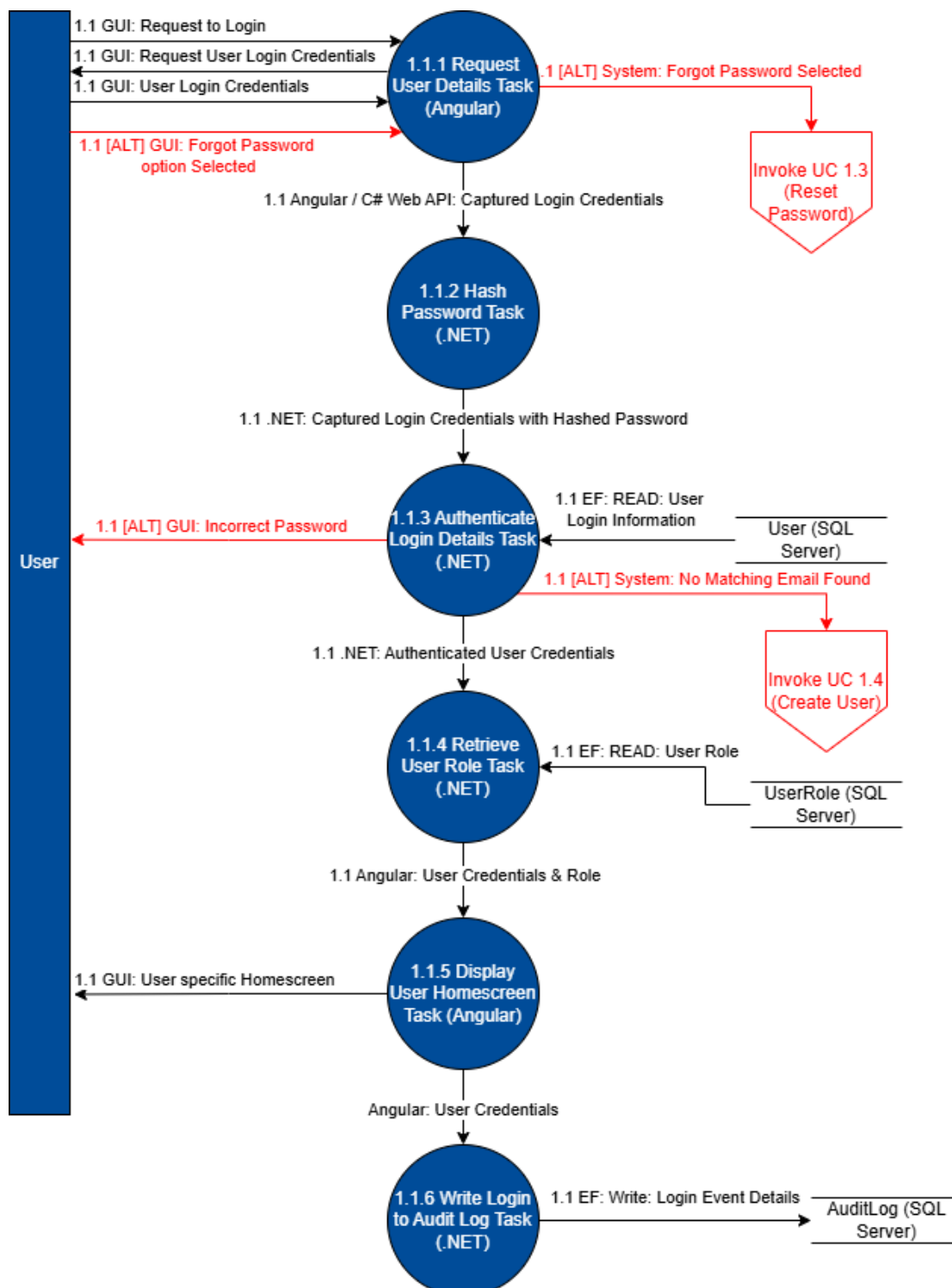


Figure 1: User Login - Technical Primitive Diagrams

2.1.2 User Logout

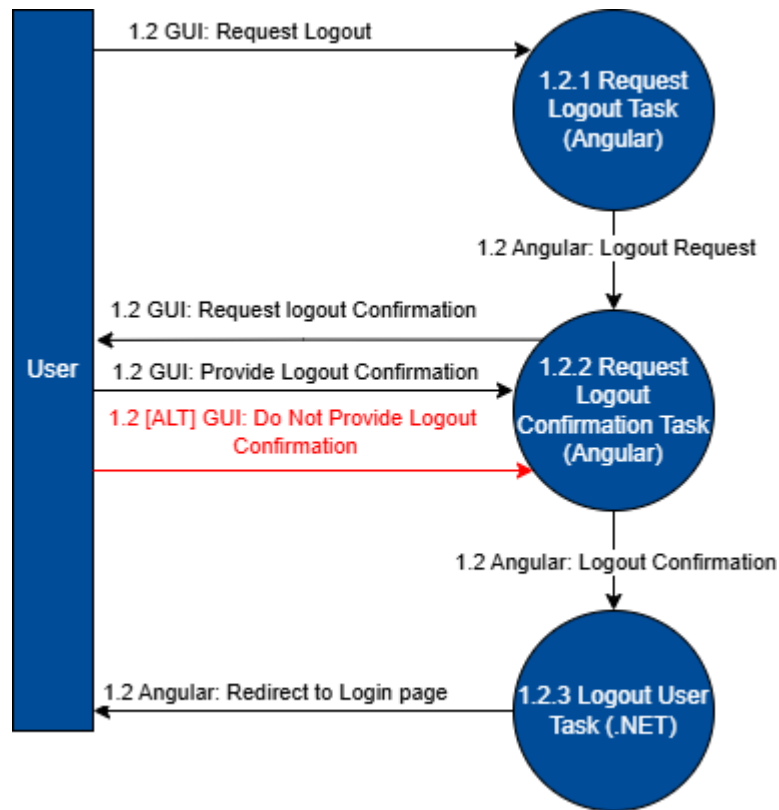


Figure 2: User Logout - Technical Primitive Level Diagram

2.1.3 Reset Password

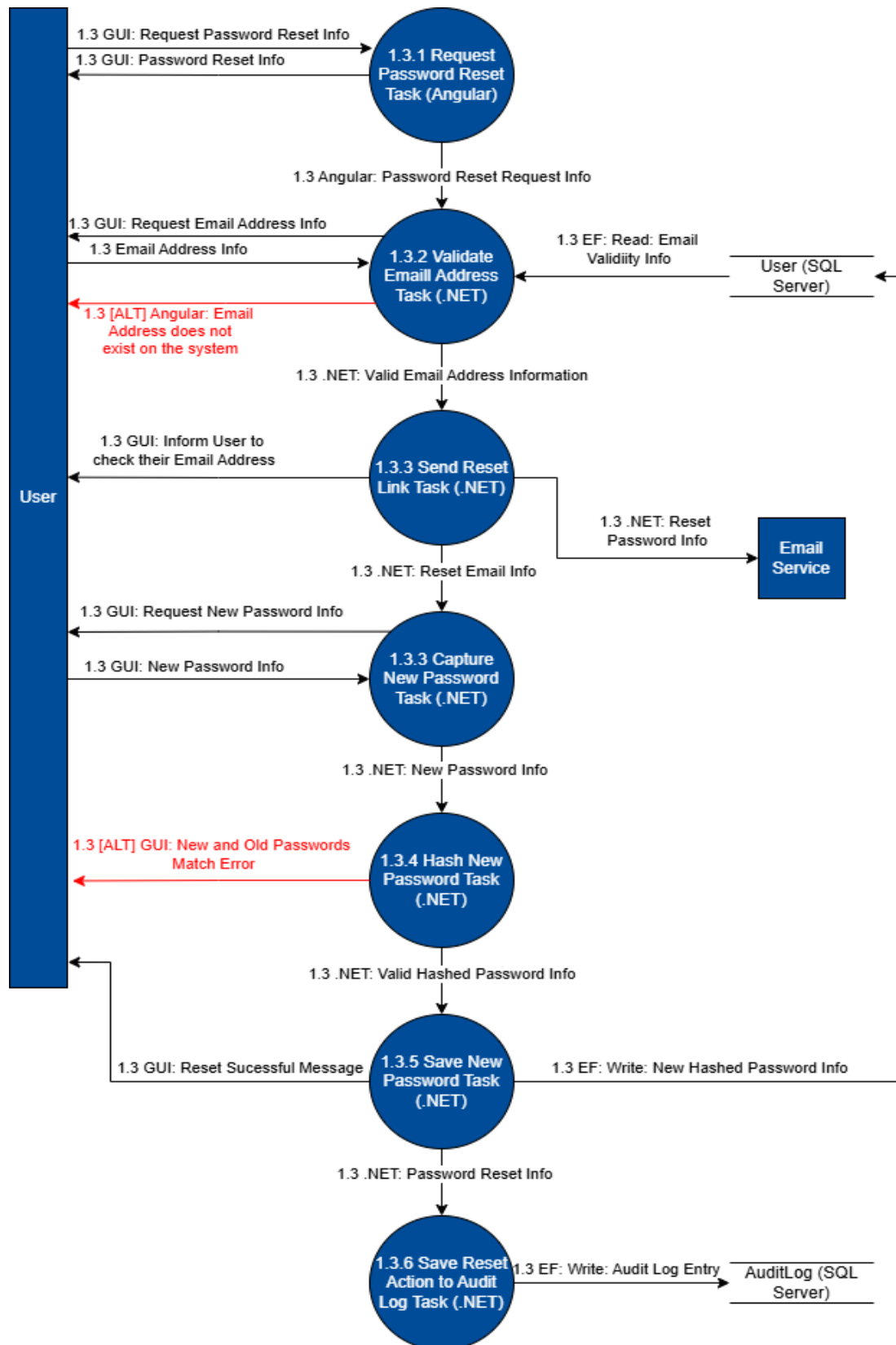


Figure 3: Reset Password - Technical Primitive Level Diagram

2.1.4 Create User

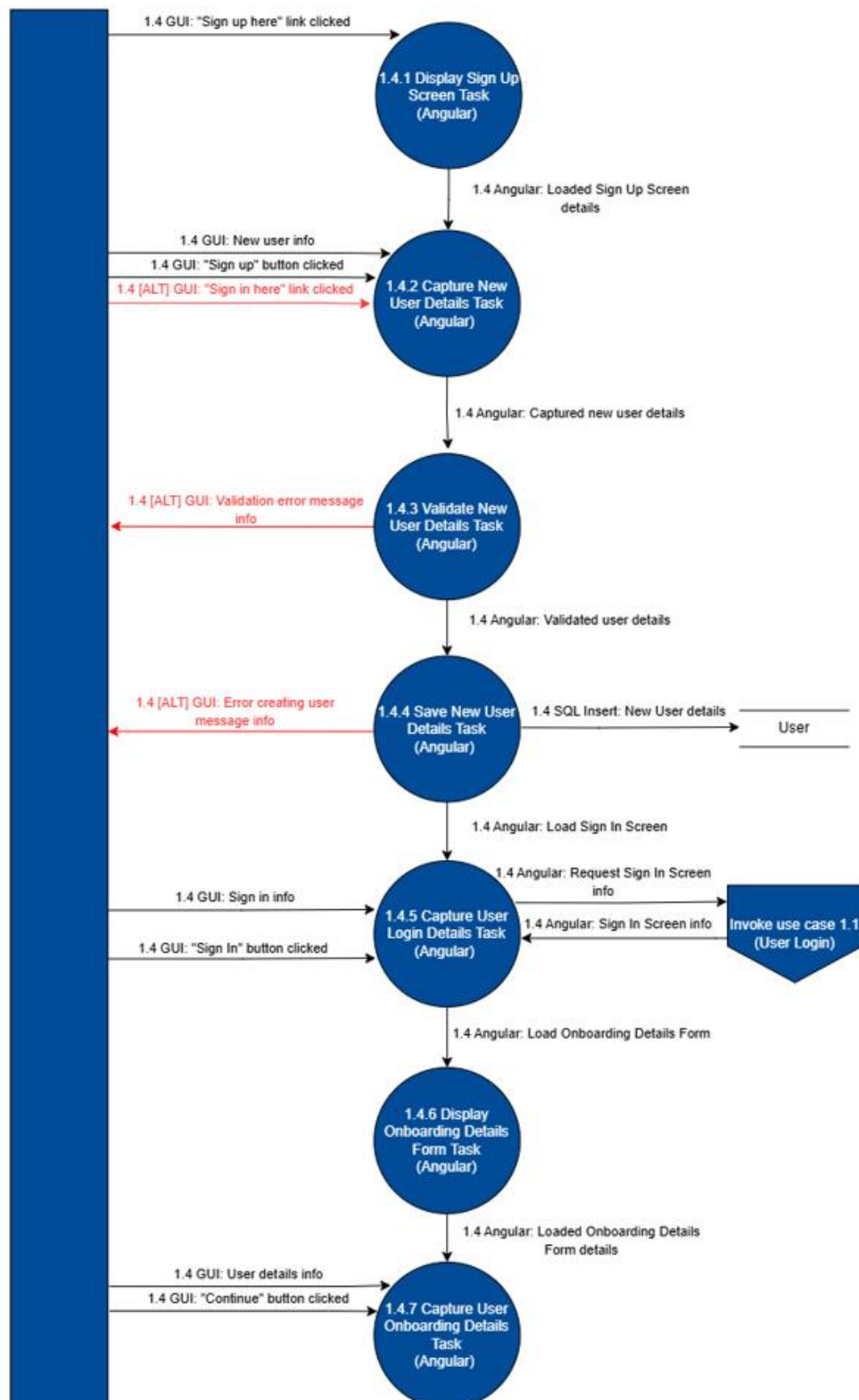


Figure 4: Create User - Technical Primitive Level Diagram

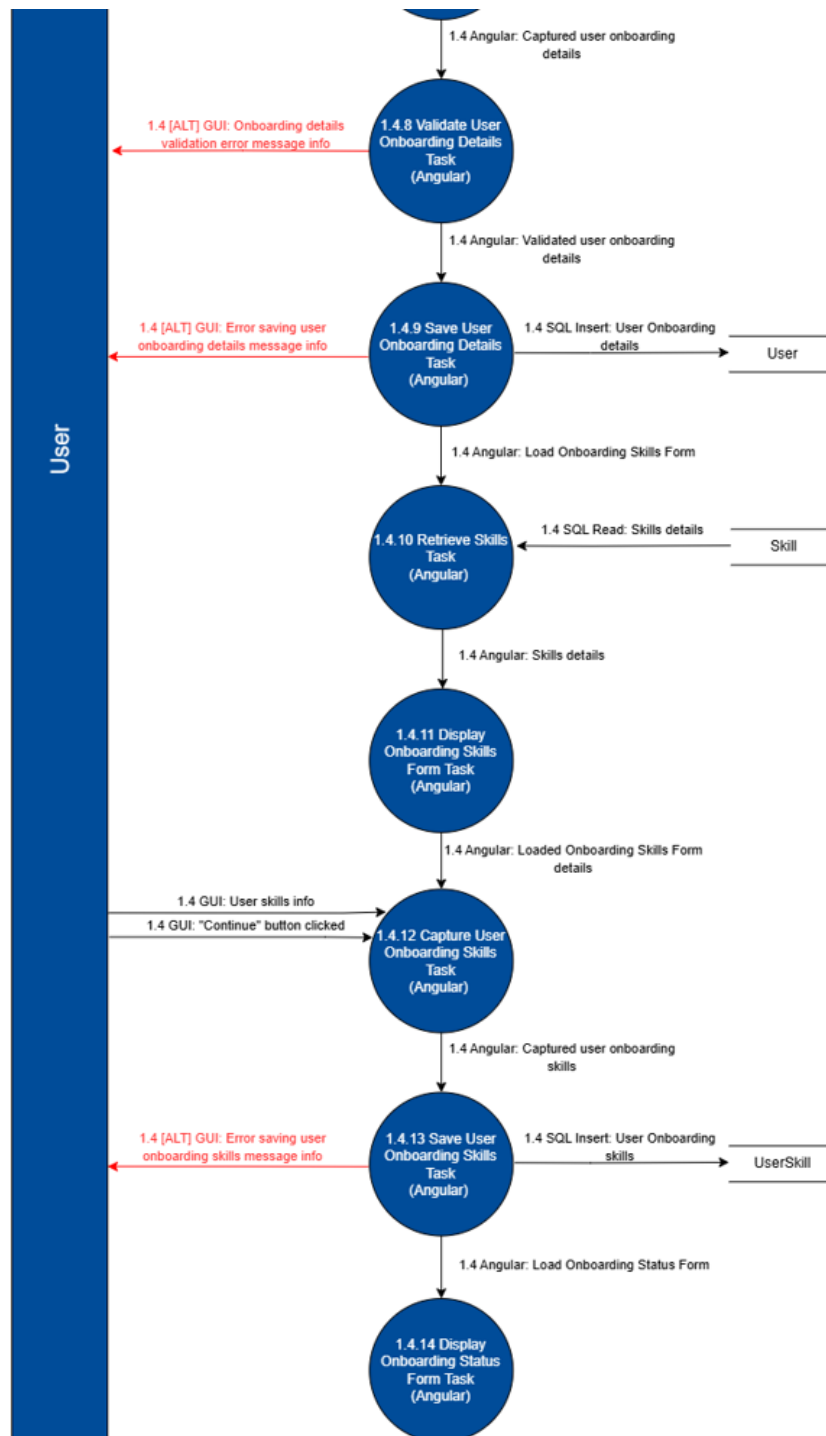


Figure 5: Create User - Technical Primitive Level Diagram (Continued)

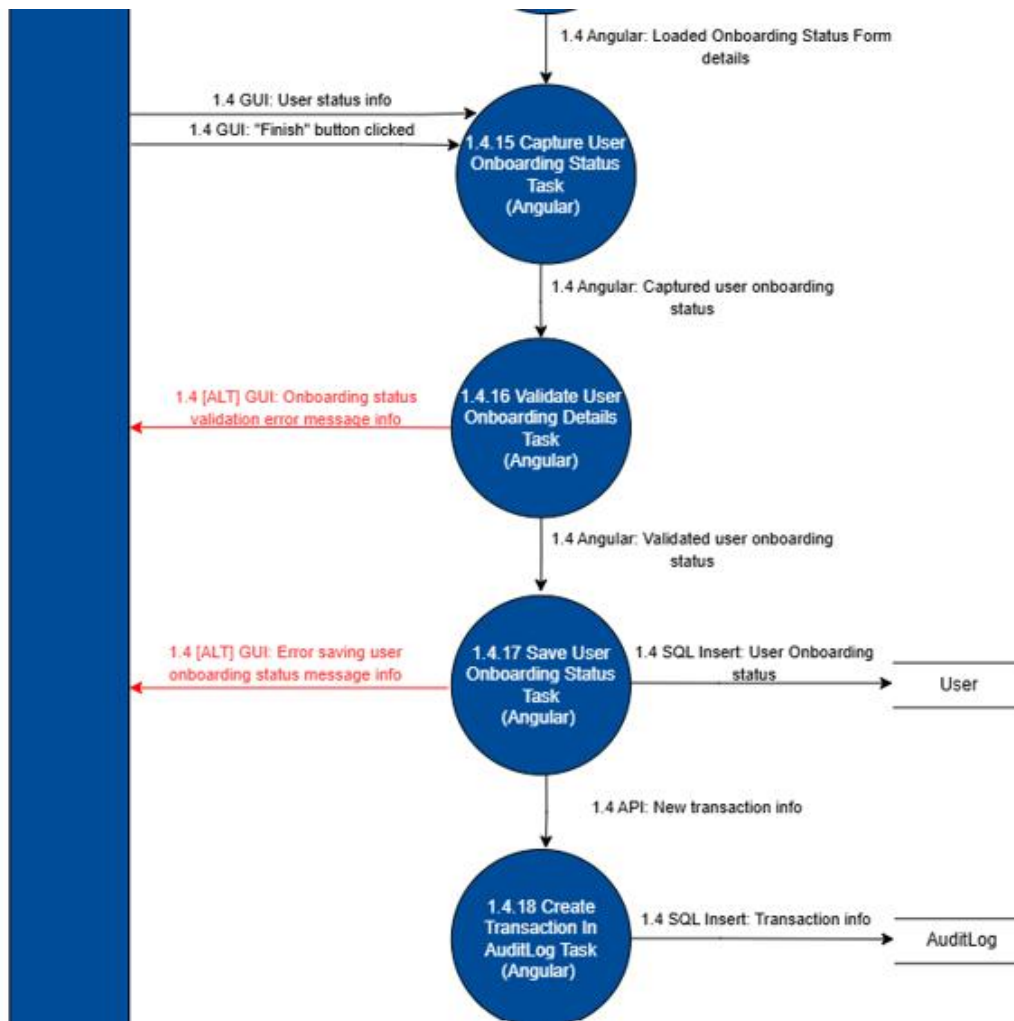


Figure 6: Create User - Technical Primitive Level Diagram (Continued)

2.1.5 Update User

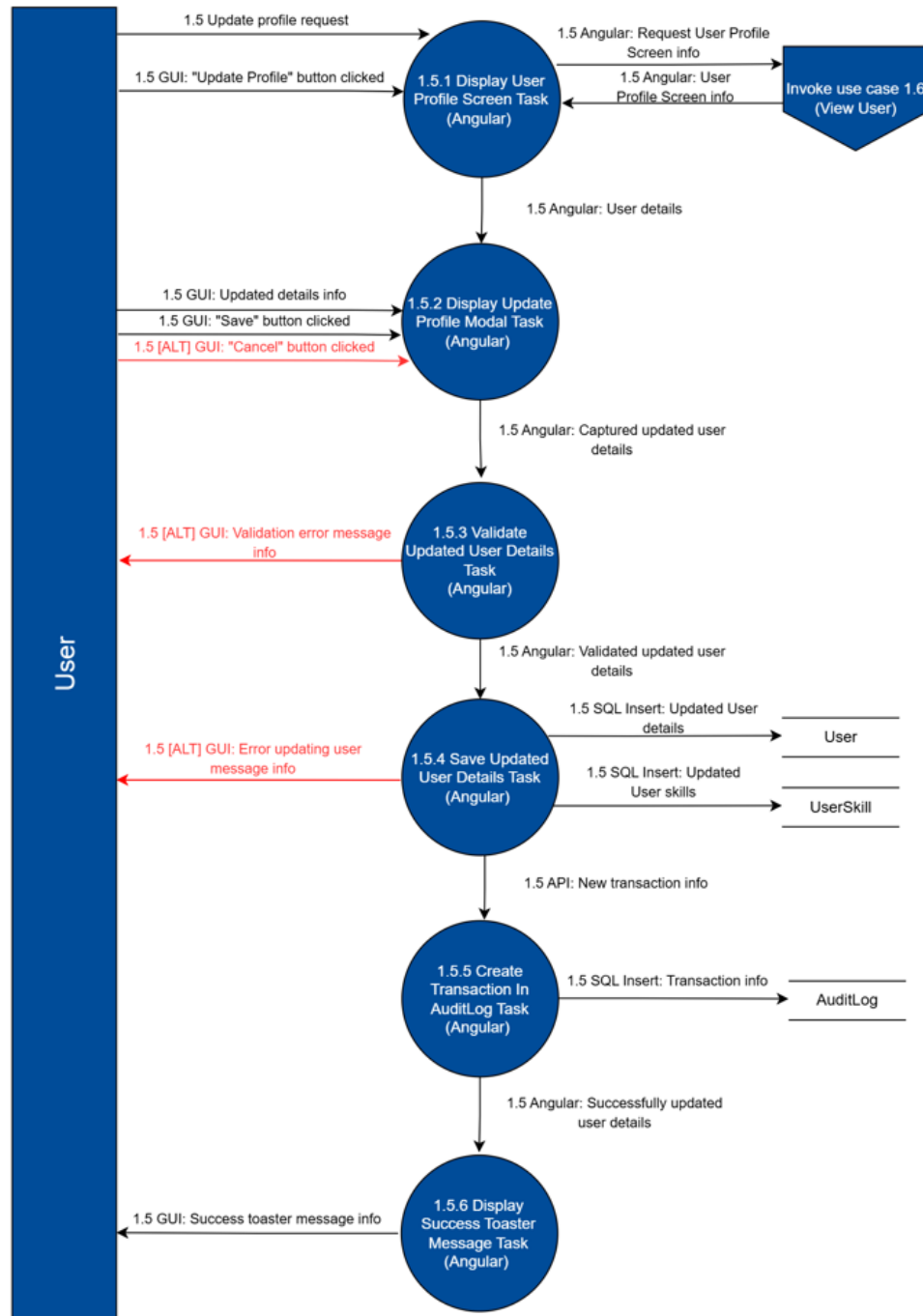


Figure 7: Update User - Technical Primitive Level Diagram

2.1.6 View User

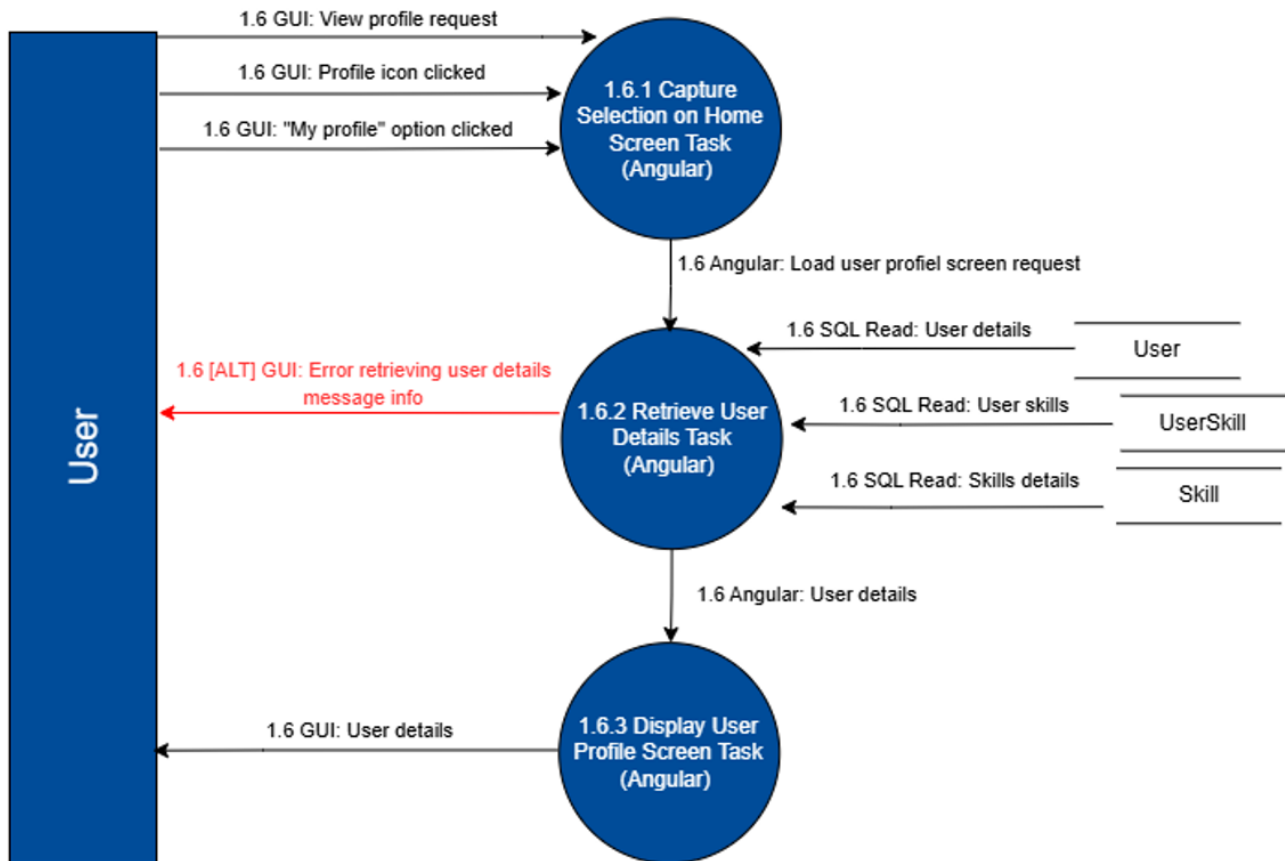


Figure 8: View User - Technical Primitive Level Diagram

2.1.7 Reactivate User

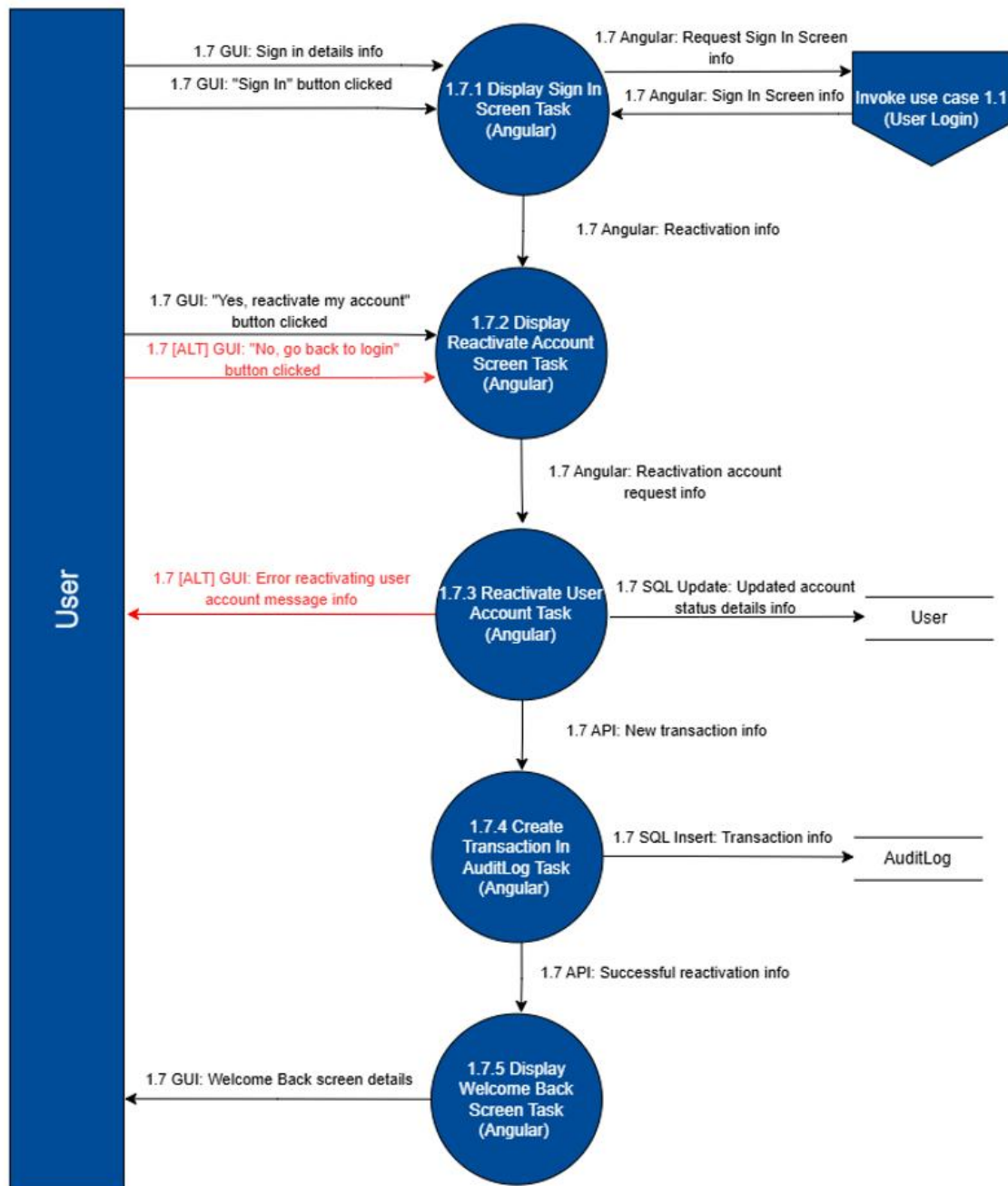


Figure 9: Reactivate User - Technical Primitive Level Diagram

2.1.8 Deactivate User

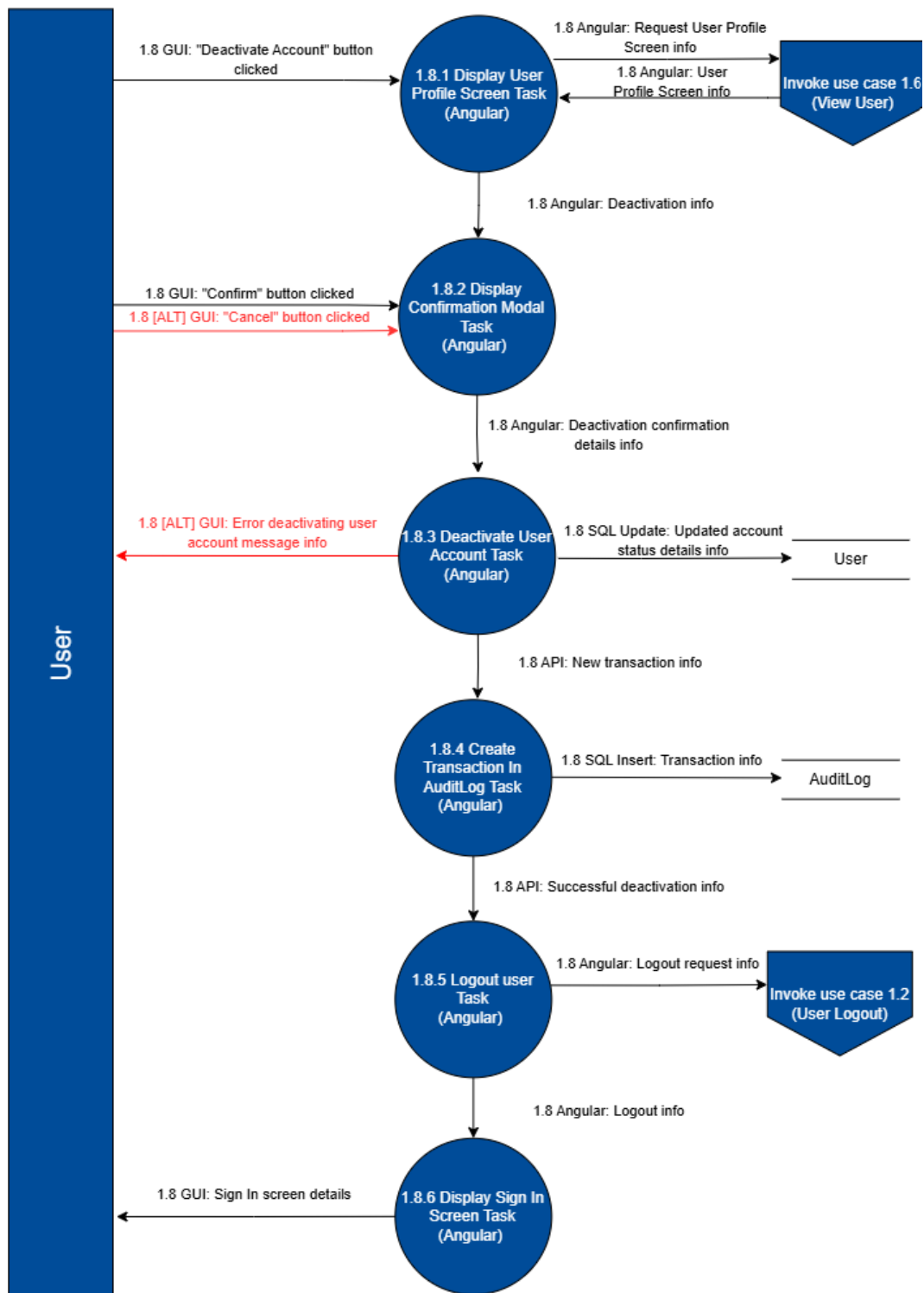


Figure 10: Deactivate User - Technical Primitive Level Diagram

2.1.9 View FAQ

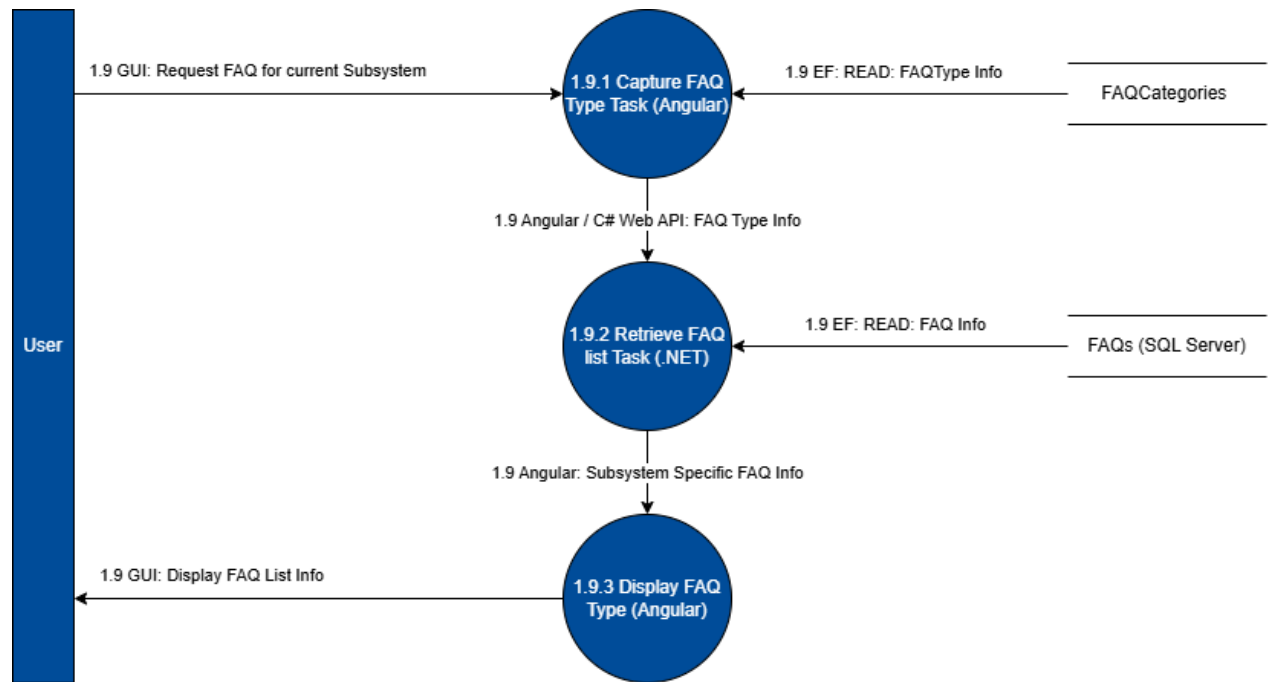


Figure 11: View FAQ - Technical Primitive Level Diagram

2.2 Admin Subsystem Technical Primitive Diagrams

2.2.1 Create User Profile

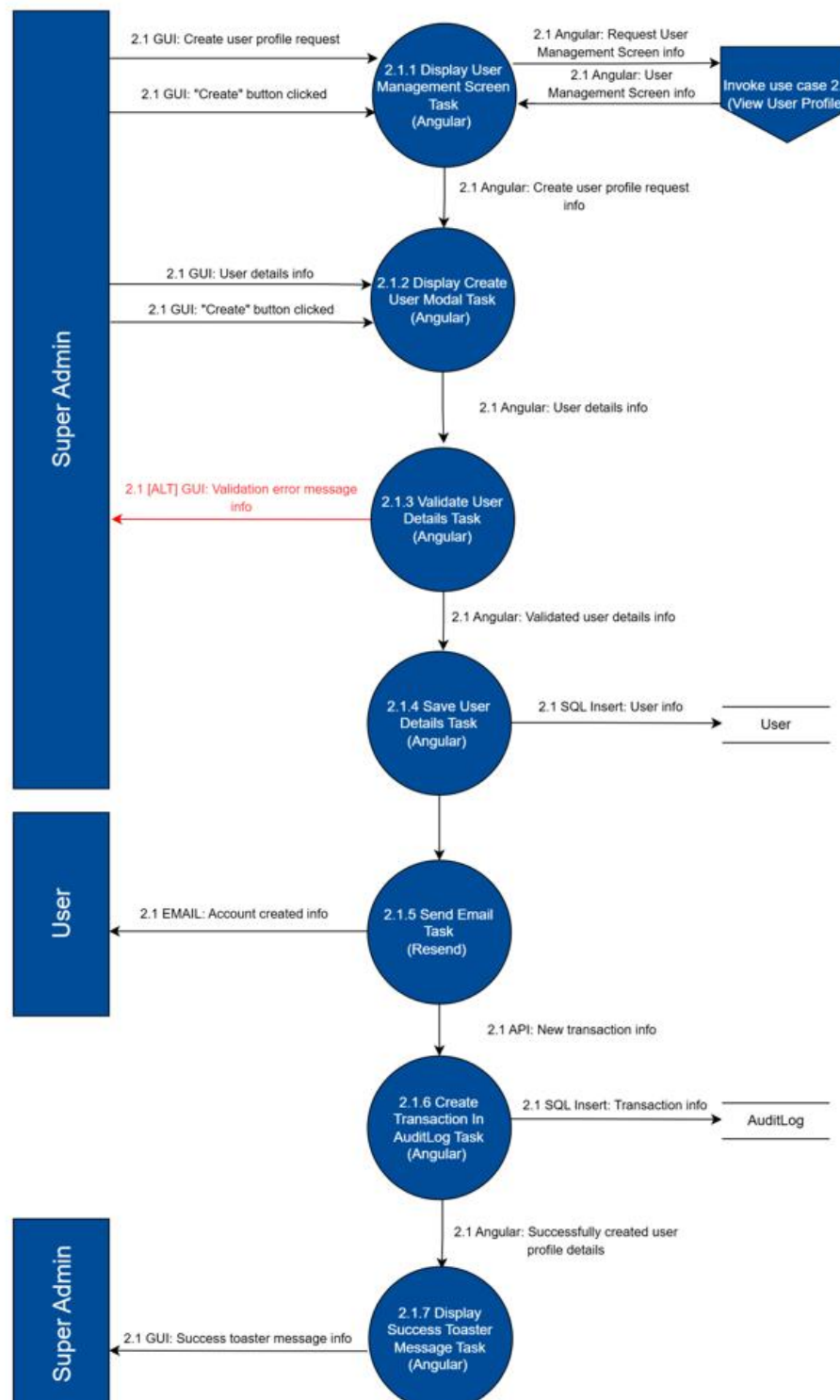


Figure 12: Create User Profile - Technical Primitive Level Diagram

2.2.2 Update User Profile

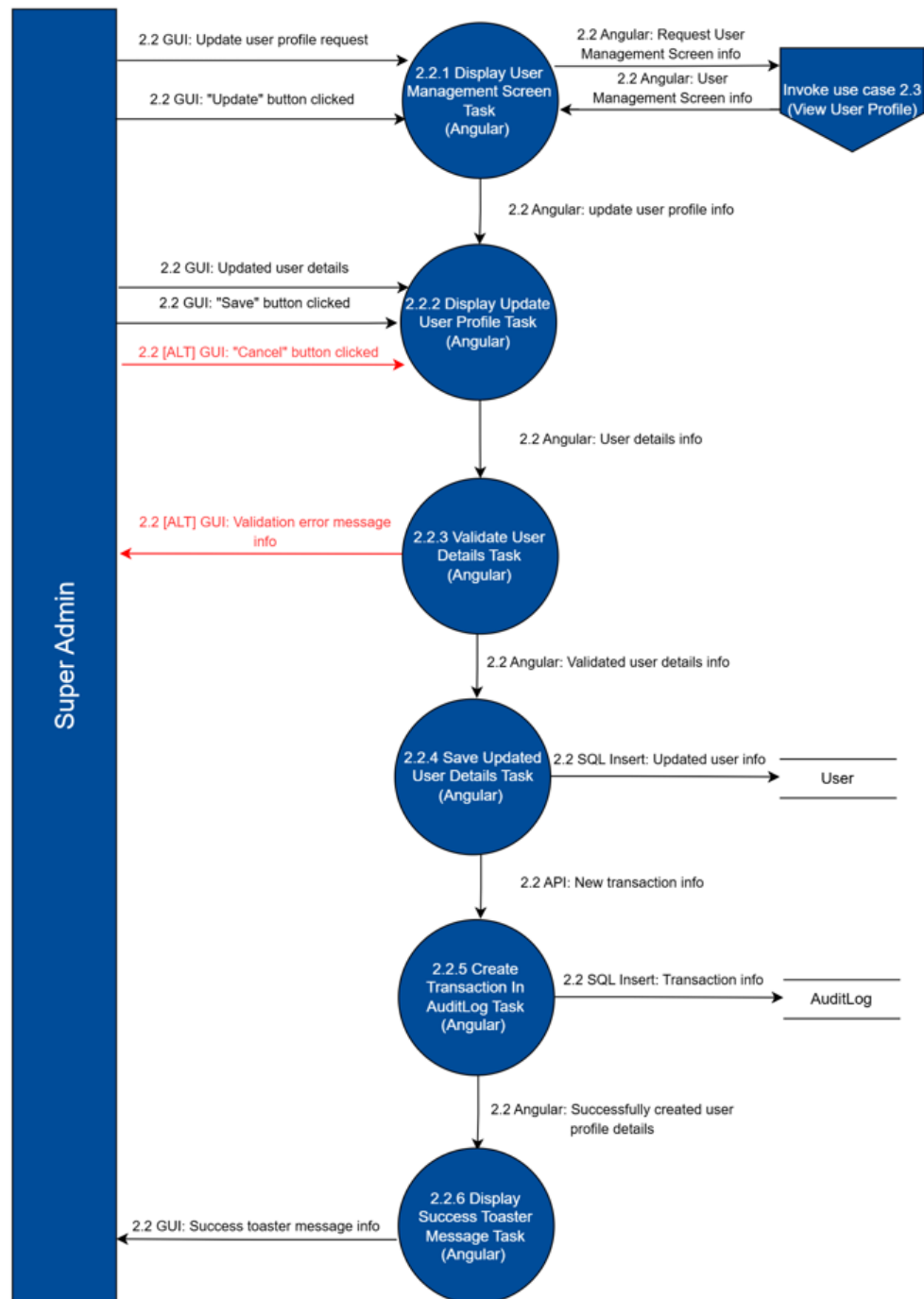


Figure 13: Update User Profile - Technical Primitive Level Diagram

2.2.3 View User Profile

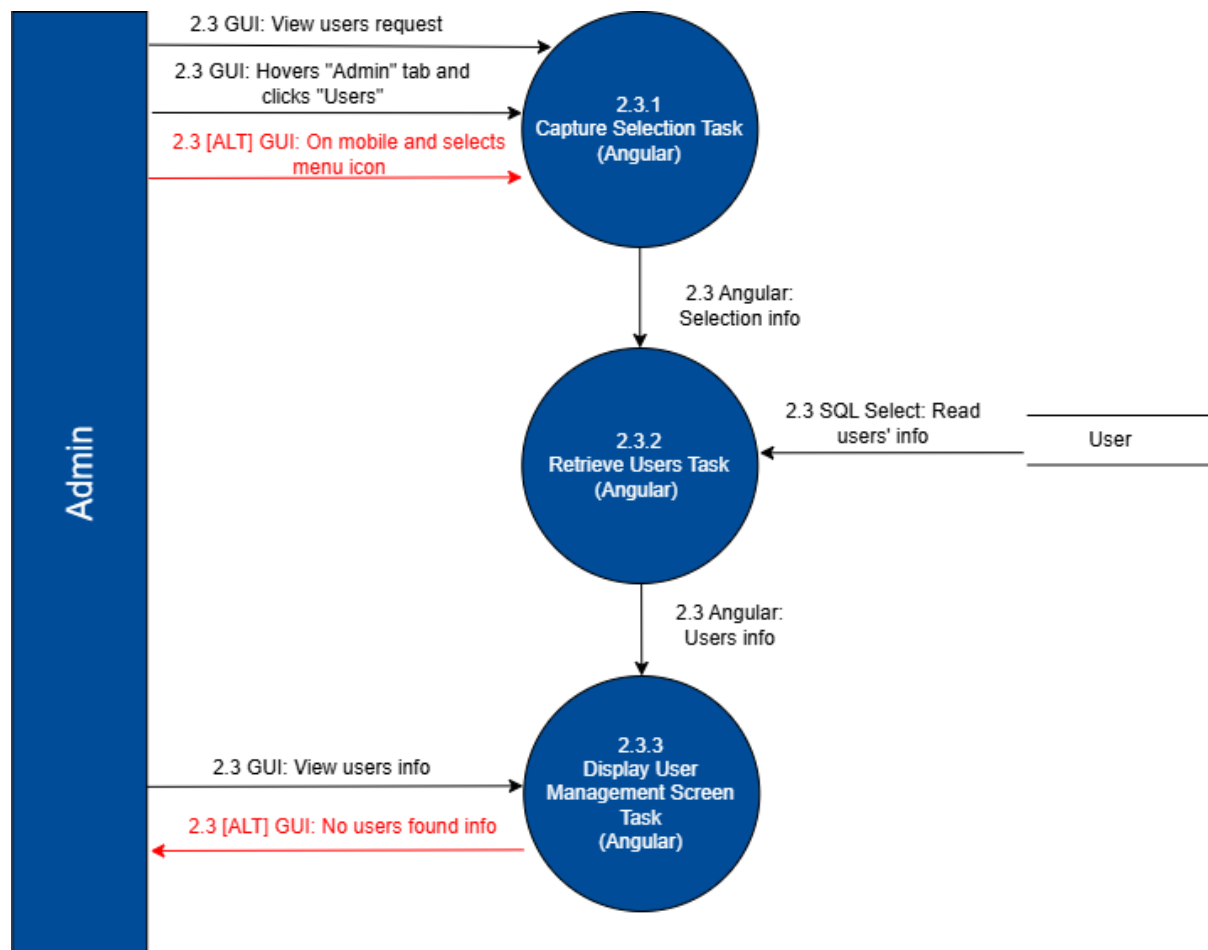


Figure 14: View User Profile - Technical Primitive Level Diagram

2.2.4 Deactivate User Profile

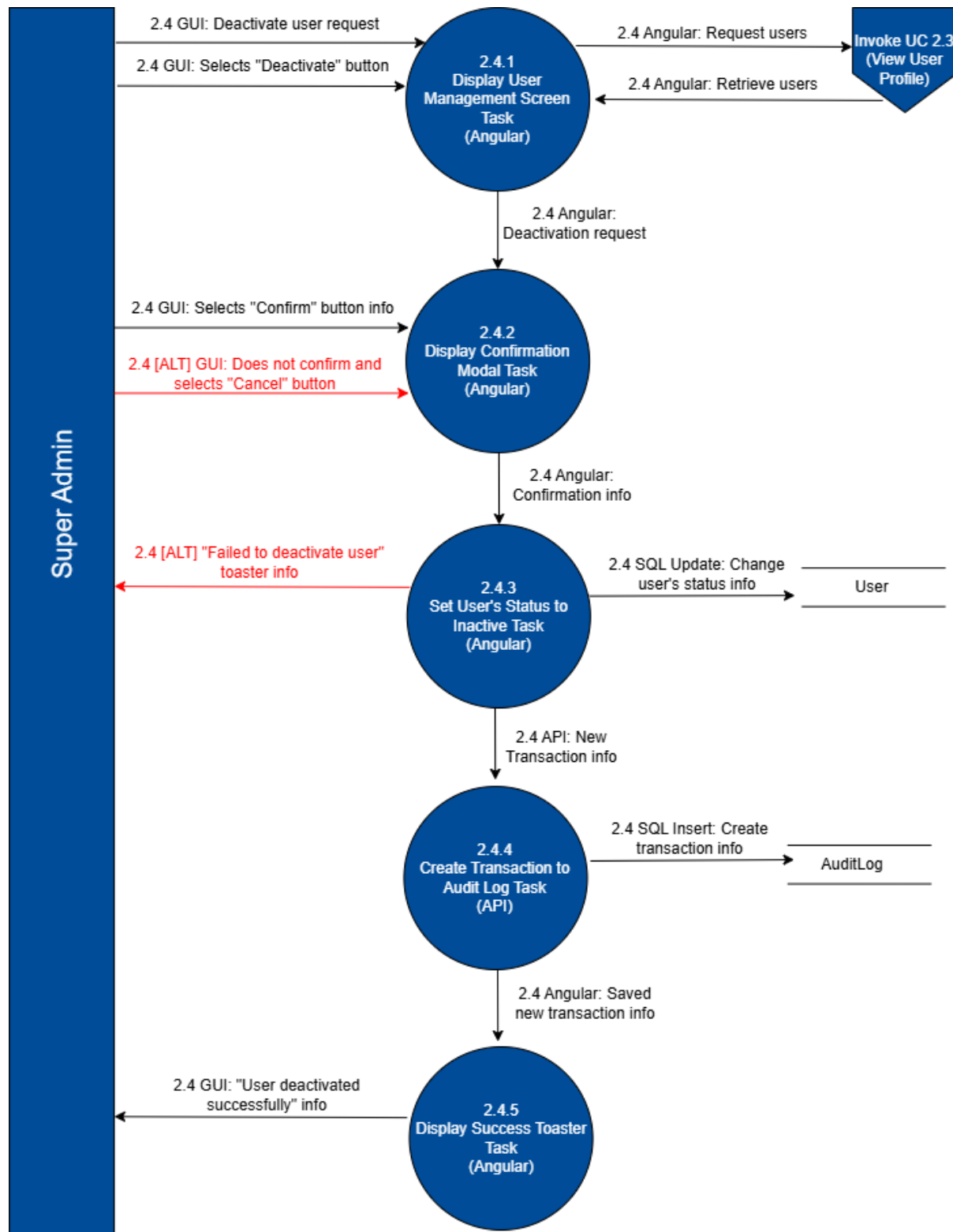


Figure 15: Deactivate User Profile – Technical Primitive Level Diagram

2.2.5 Add FAQ

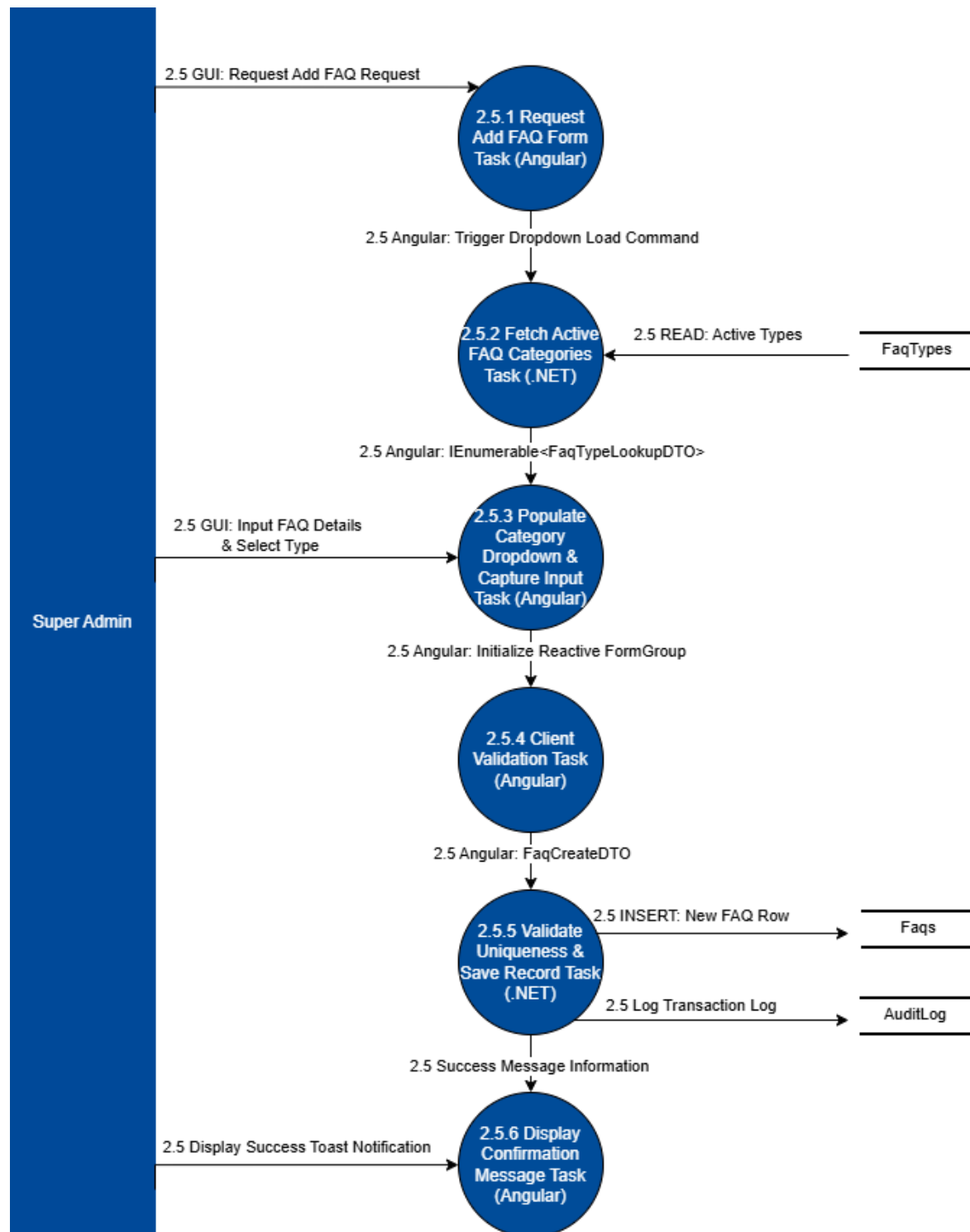


Figure 16: Add FAQ - Technical Primitive Level Diagram

2.2.6 Update FAQ

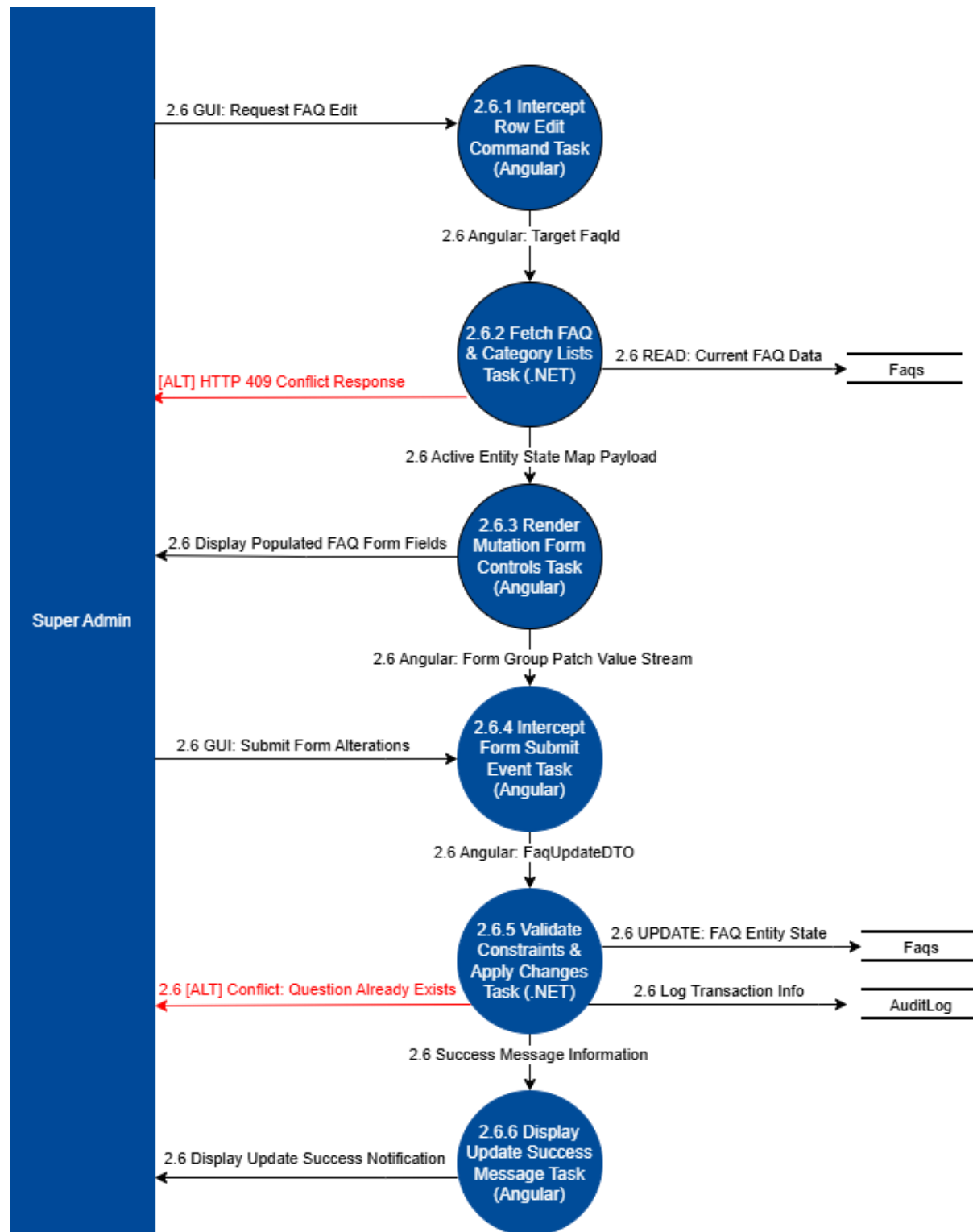


Figure 17: Update FAQ - Technical Primitive Level Diagram

2.2.7 Remove FAQ

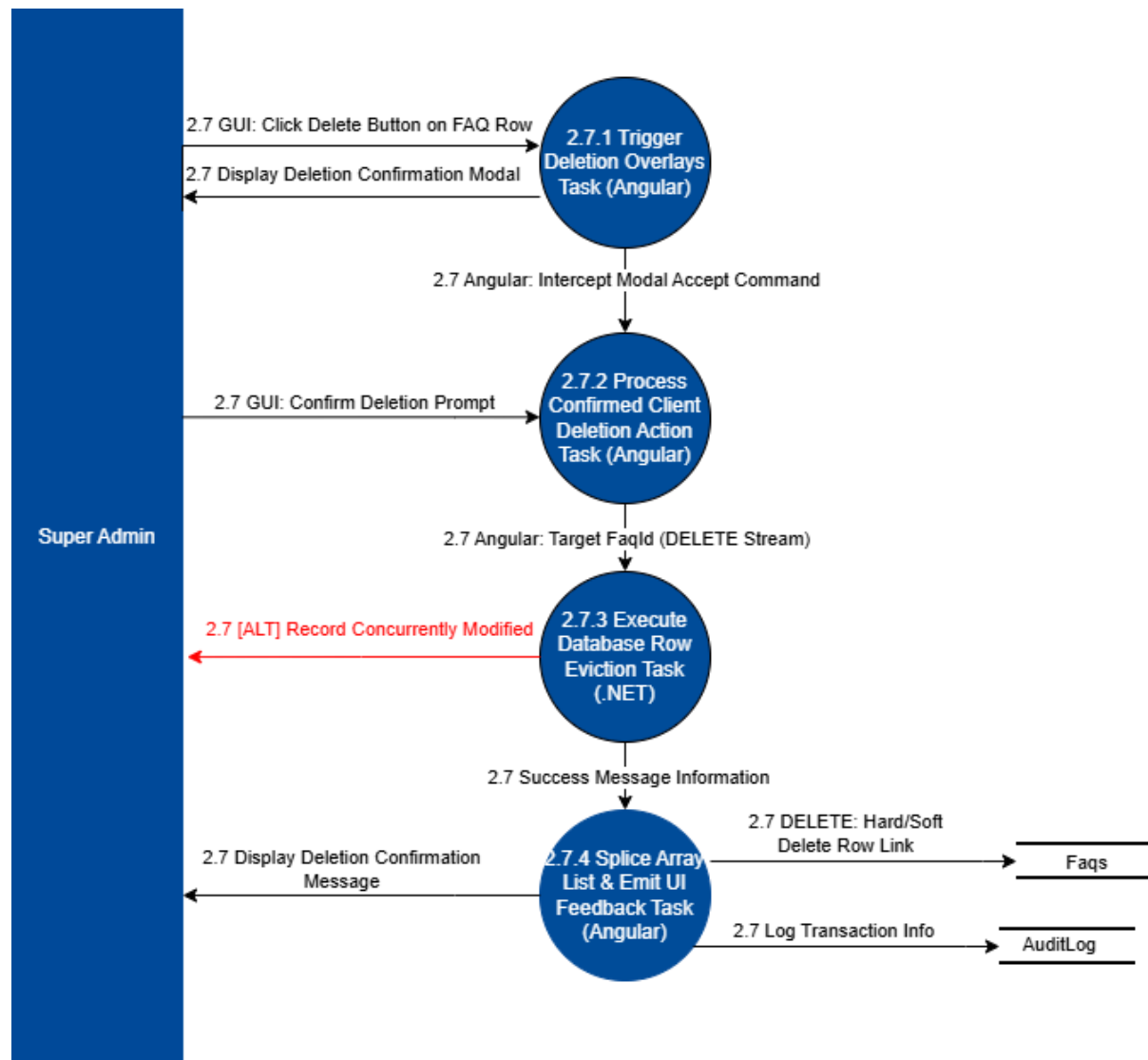


Figure 18: Remove FAQ - Technical Primitive Level Diagram

2.2.8 Add FAQ Type

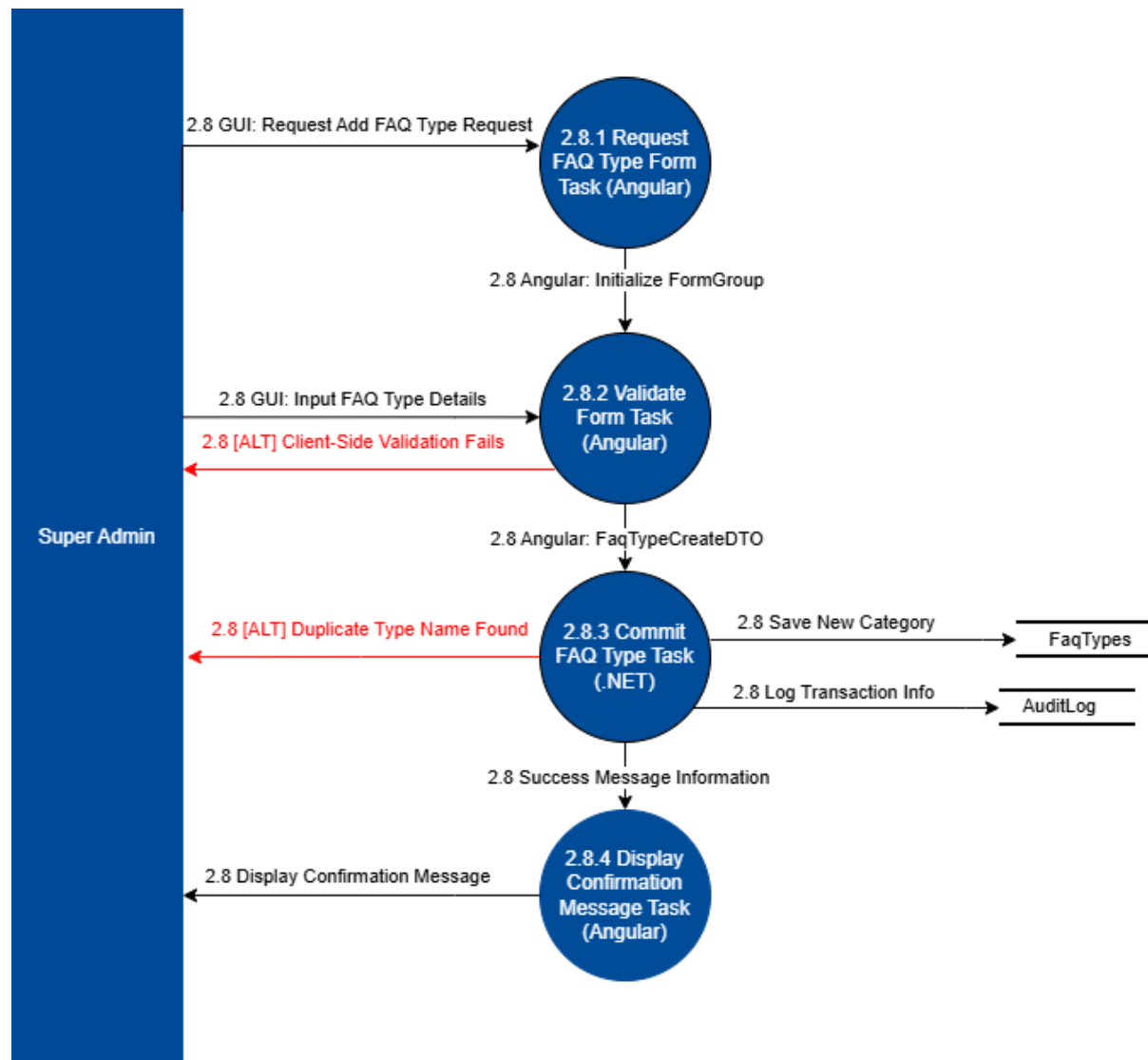


Figure 19: Add FAQ Type - Technical Primitive Level Diagram

2.2.9 Update FAQ Type

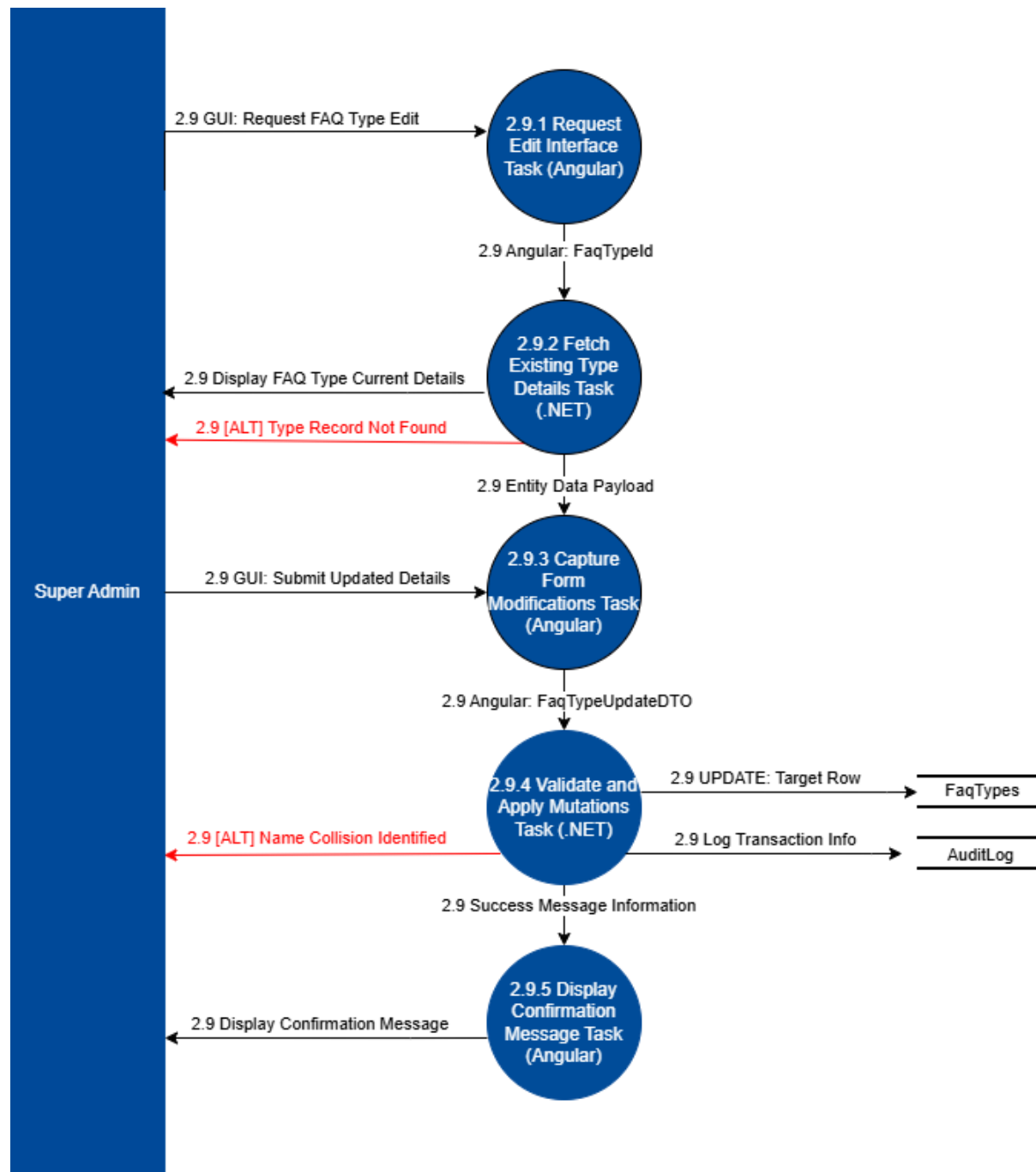


Figure 1: Update FAQ Type - Technical Primitive Level Diagram

2.2.10 Remove FAQ Type

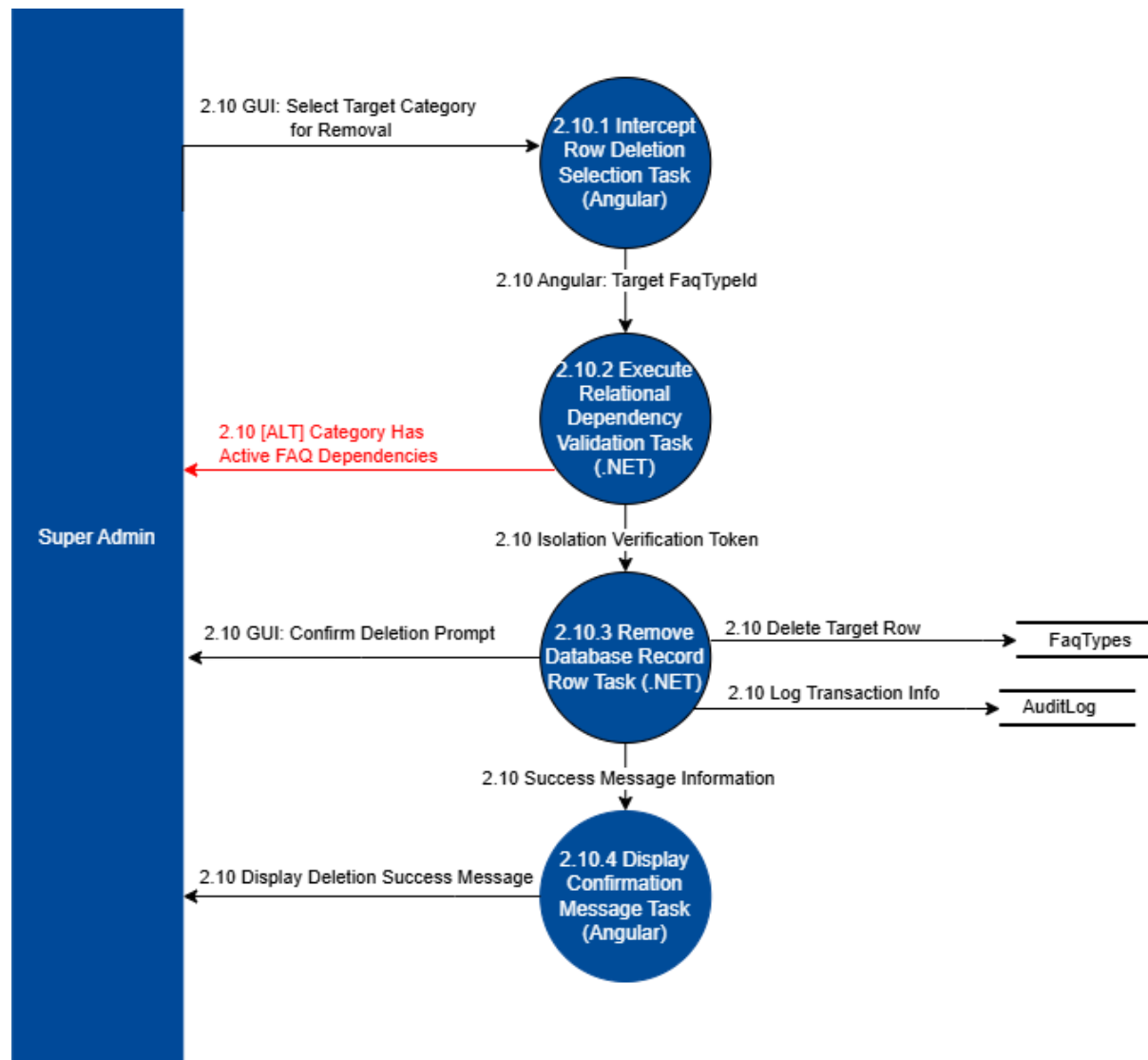


Figure 2: Remove FAQ Type - Technical Primitive Level Diagram

2.2.11 Create Role

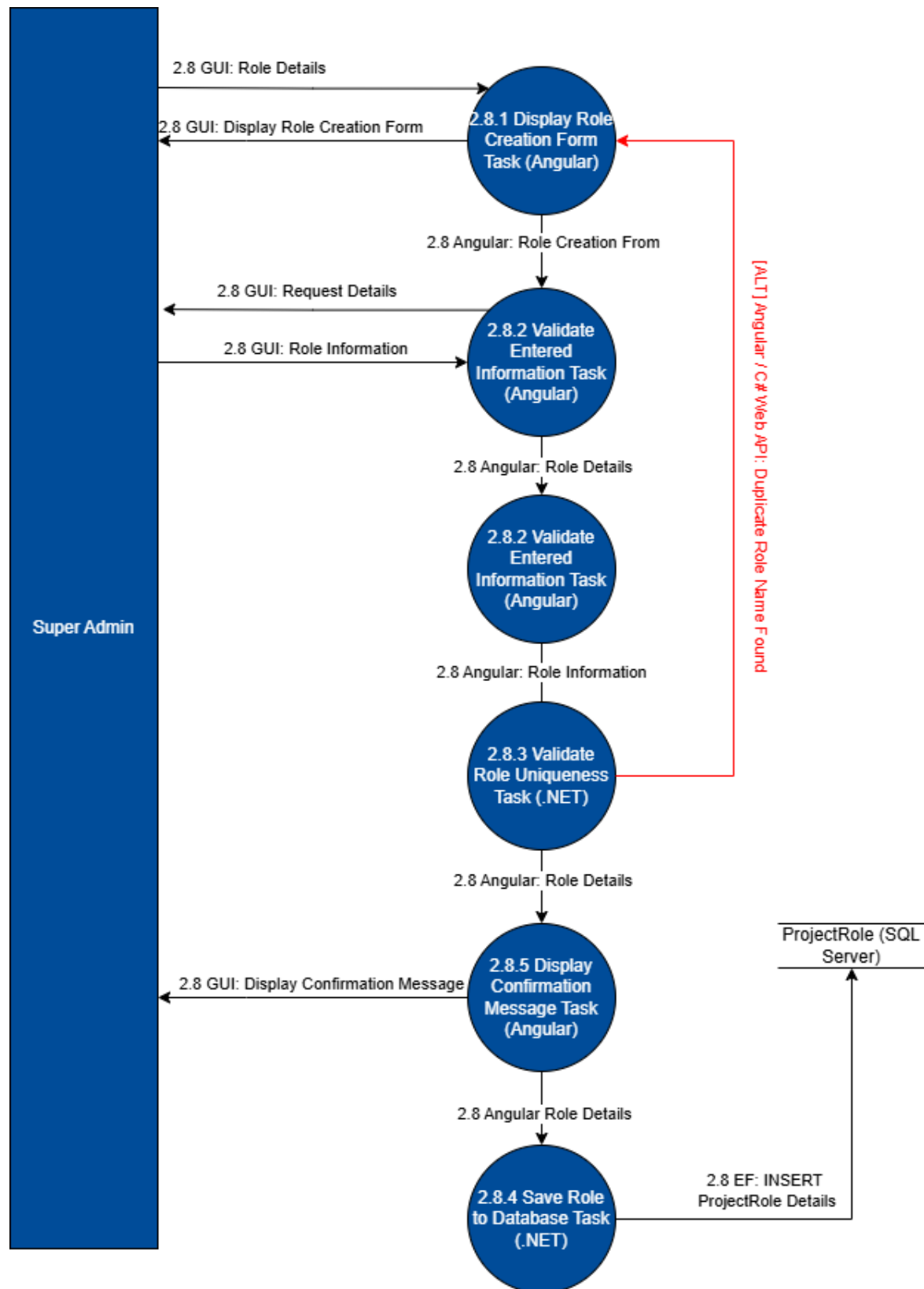


Figure 20: Create Role - Technical Primitive Level Diagram

2.2.12 View Role

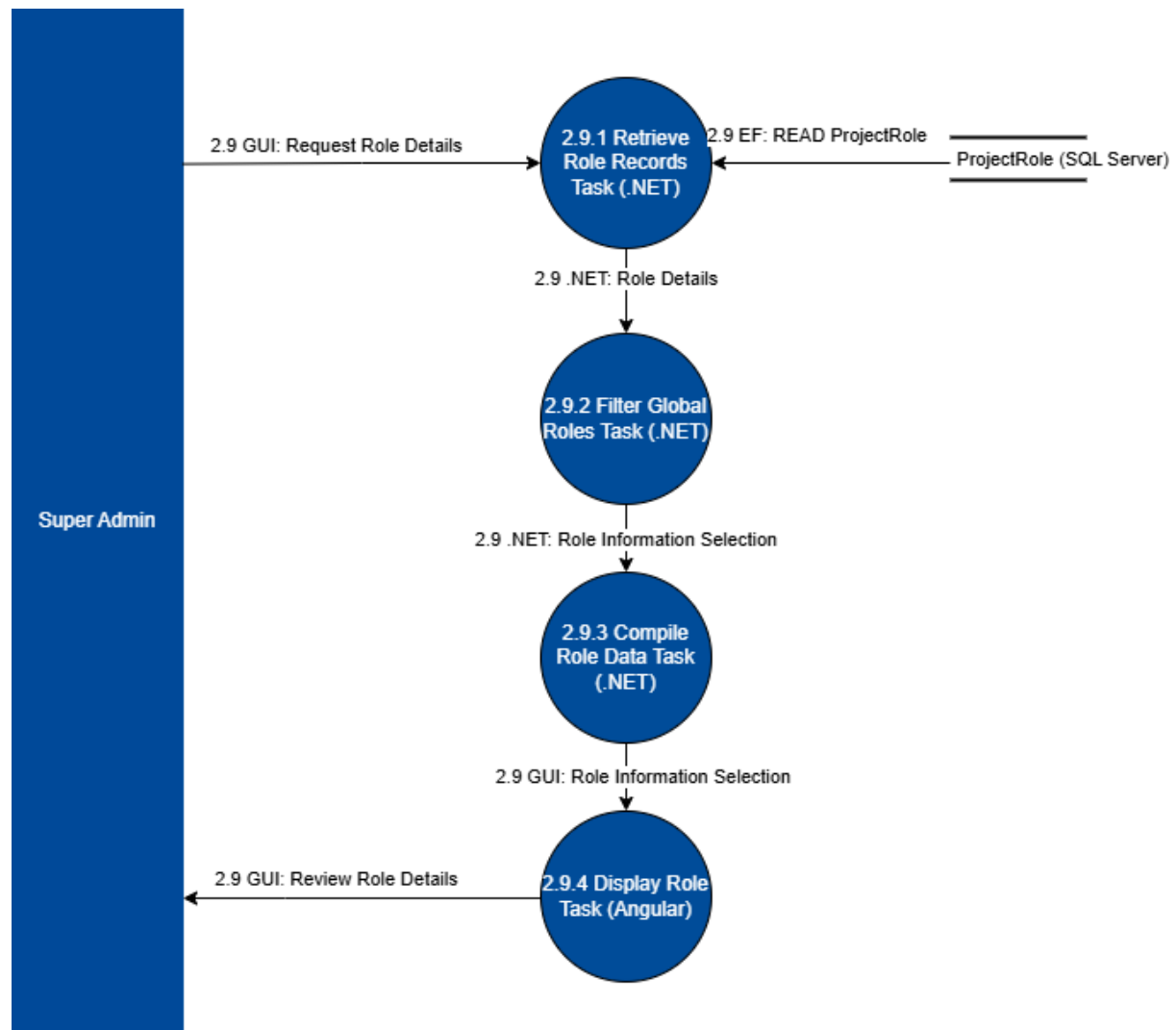


Figure 21: View Role - Technical Primitive Level Diagram

2.2.13 Update Role

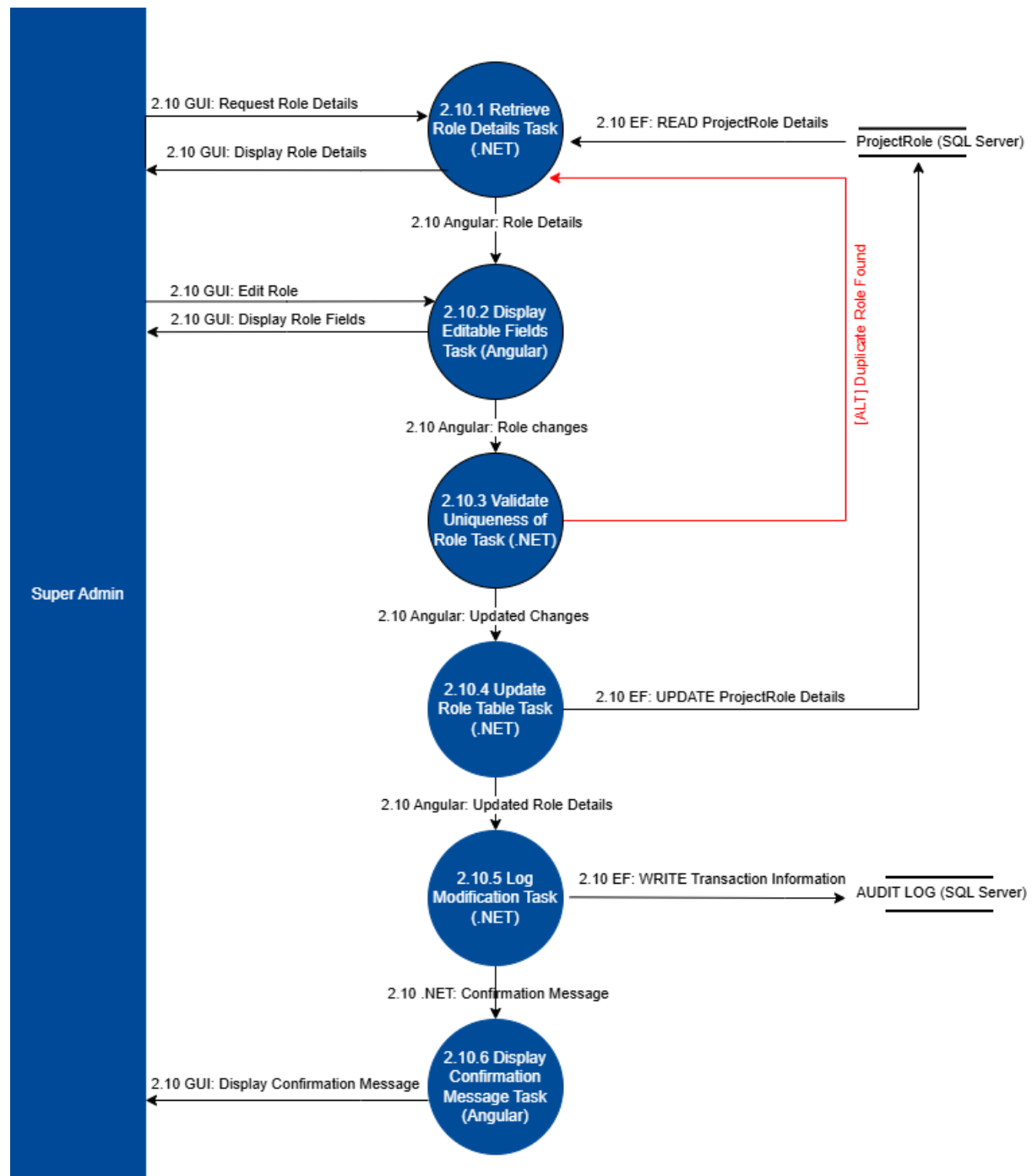


Figure 22: Update Role - Technical Primitive Level Diagram

2.2.14 Reactivate Role

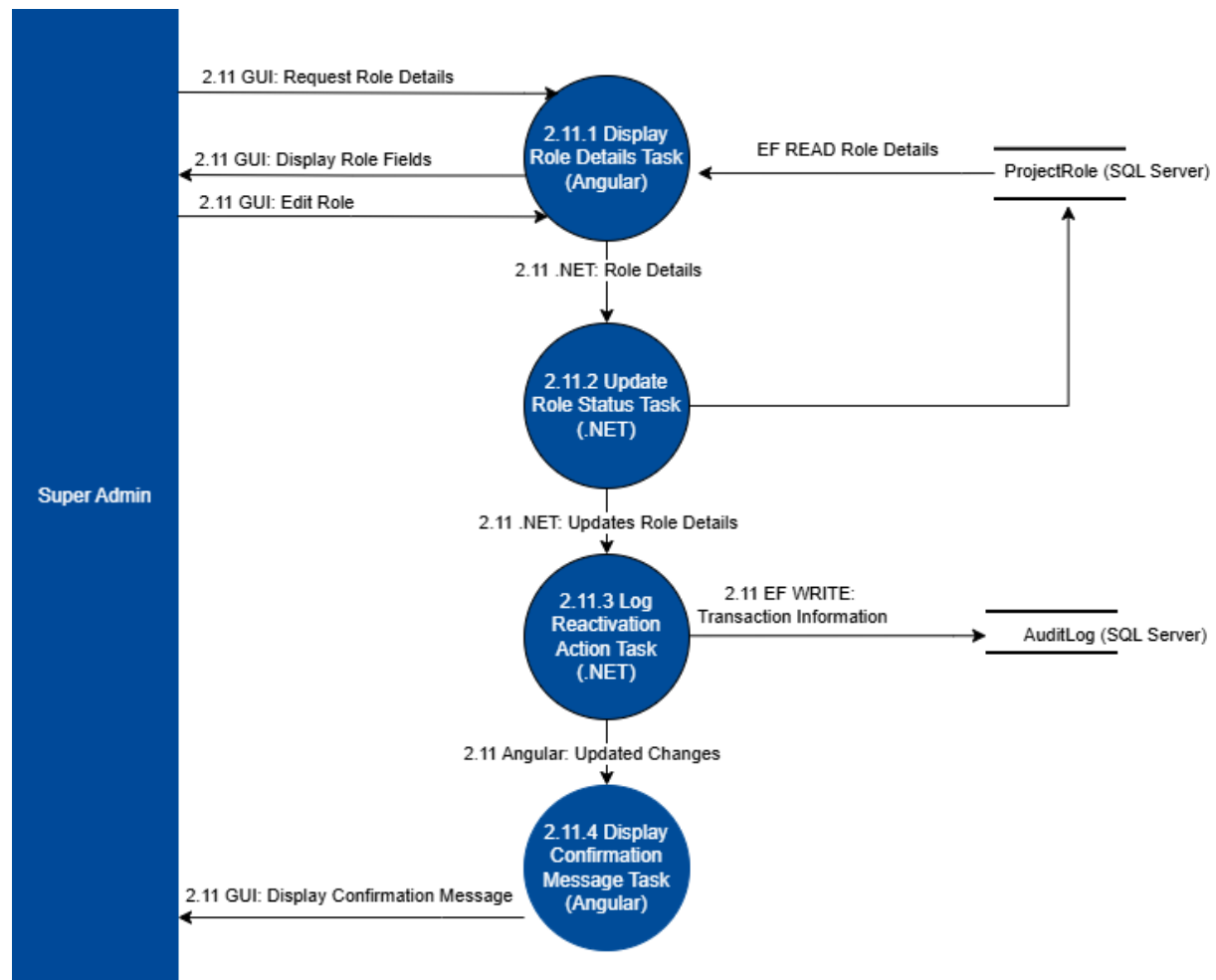


Figure 23: Reactivate Role - Technical Primitive Level Diagram

2.2.15 Deactivate Role

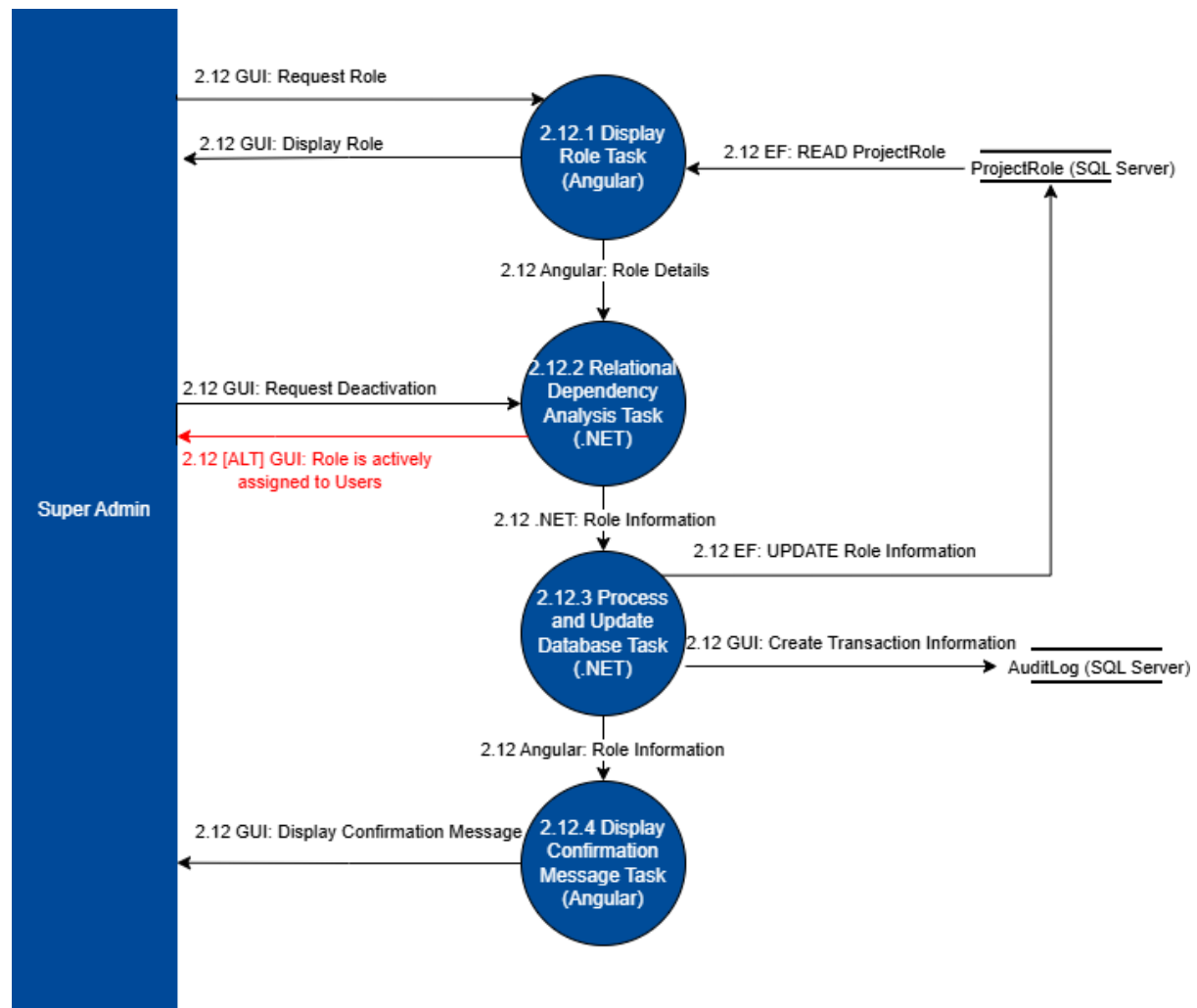


Figure 24: Deactivate Role - Technical Primitive Level Diagram

2.2.16 Update Role Permissions

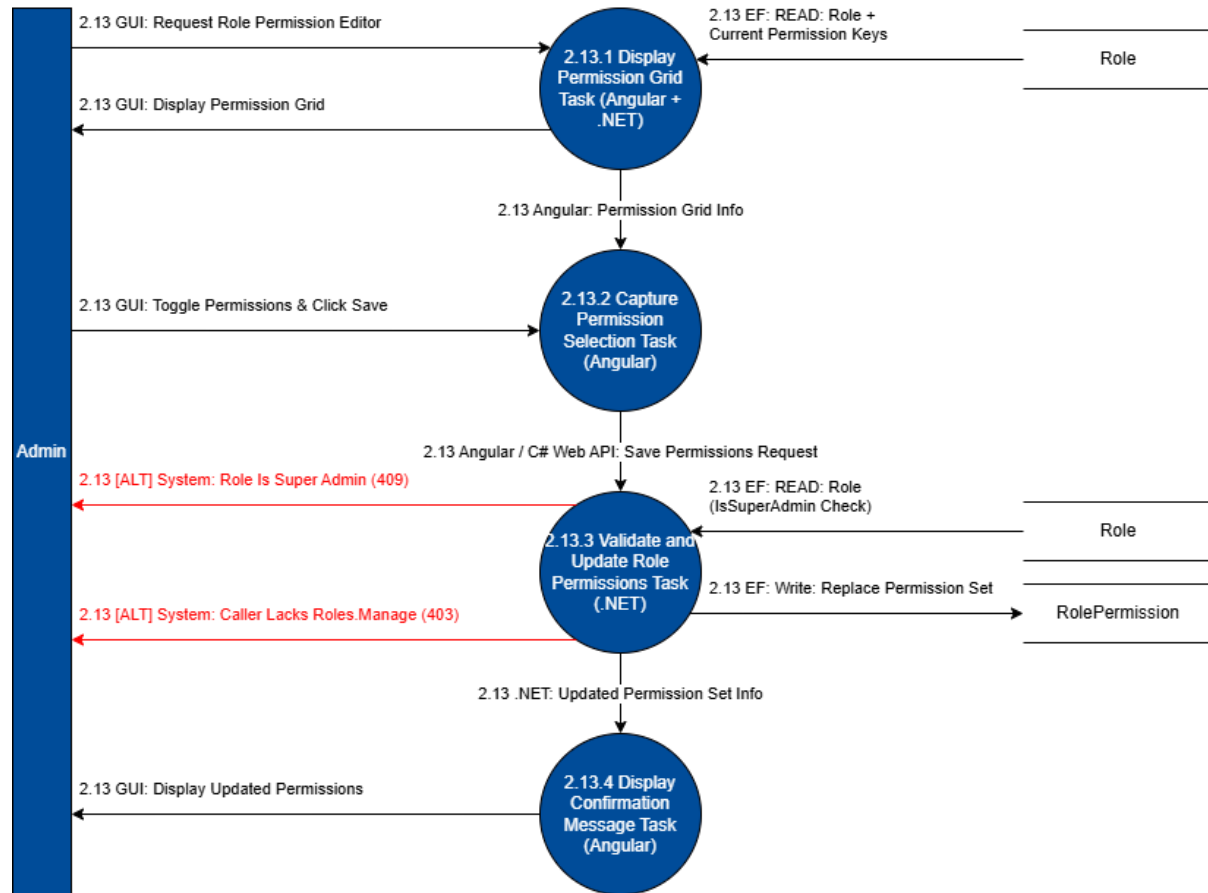


Figure 3: Update Role Permission - Technical Primitive Level Diagram

2.2.17 View Role Permission

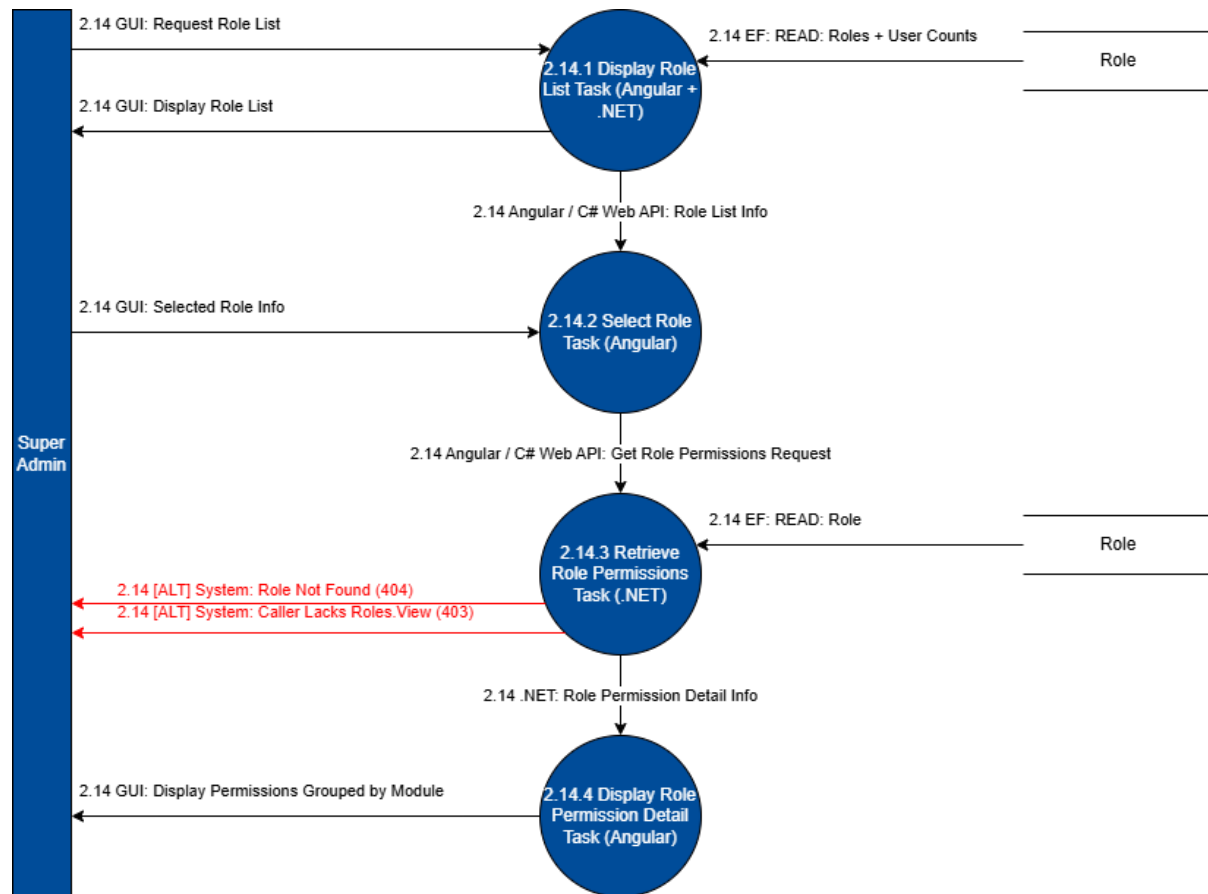


Figure 4: View Role Permission - Technical Primitive Level Diagram

2.3 Inventory Subsystem Technical Primitive Level Diagrams

2.3.1 Create Procurement

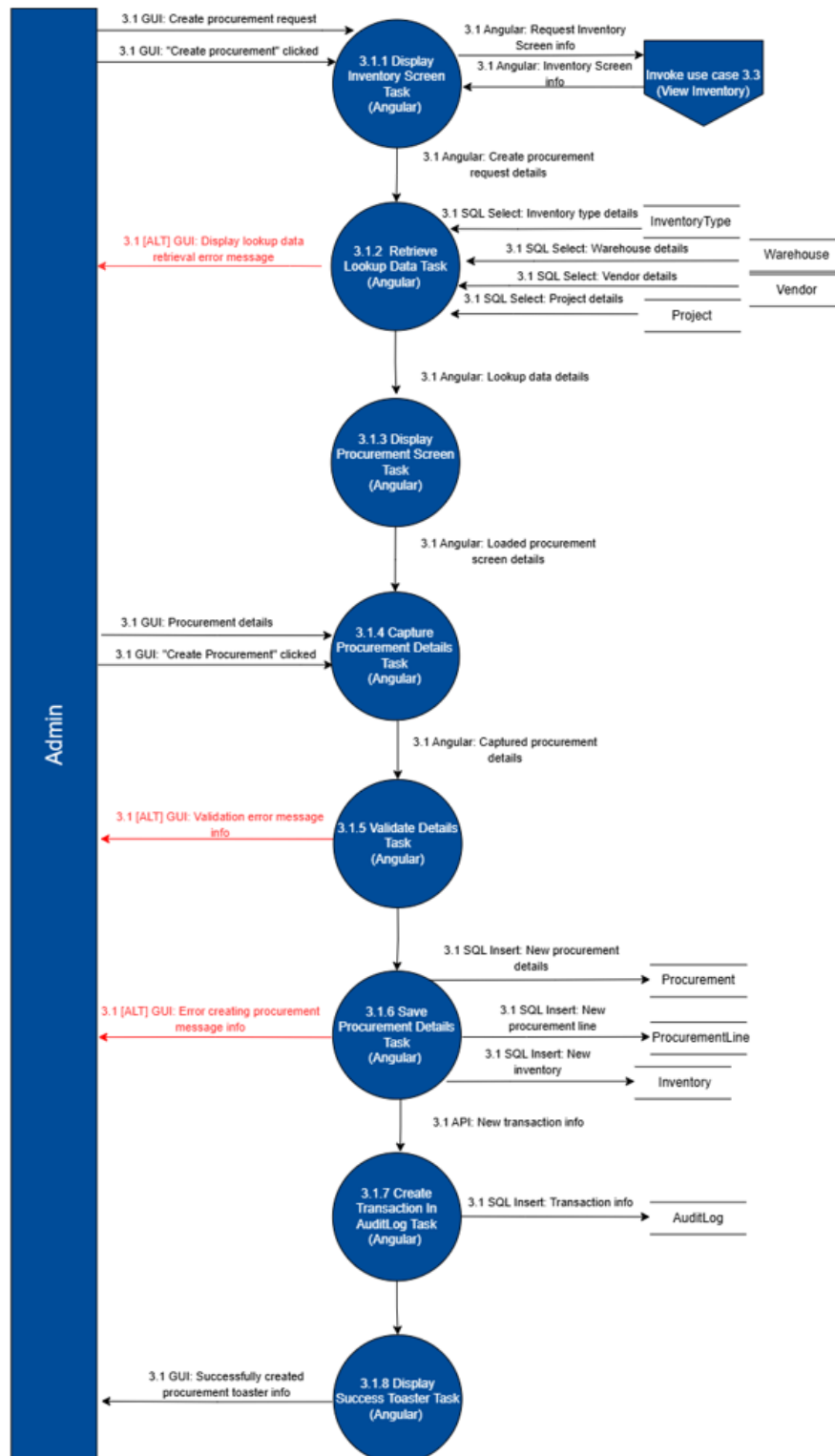


Figure 5: Create Procurement - Technical Primitive Level Diagram

2.3.2 View Procurement

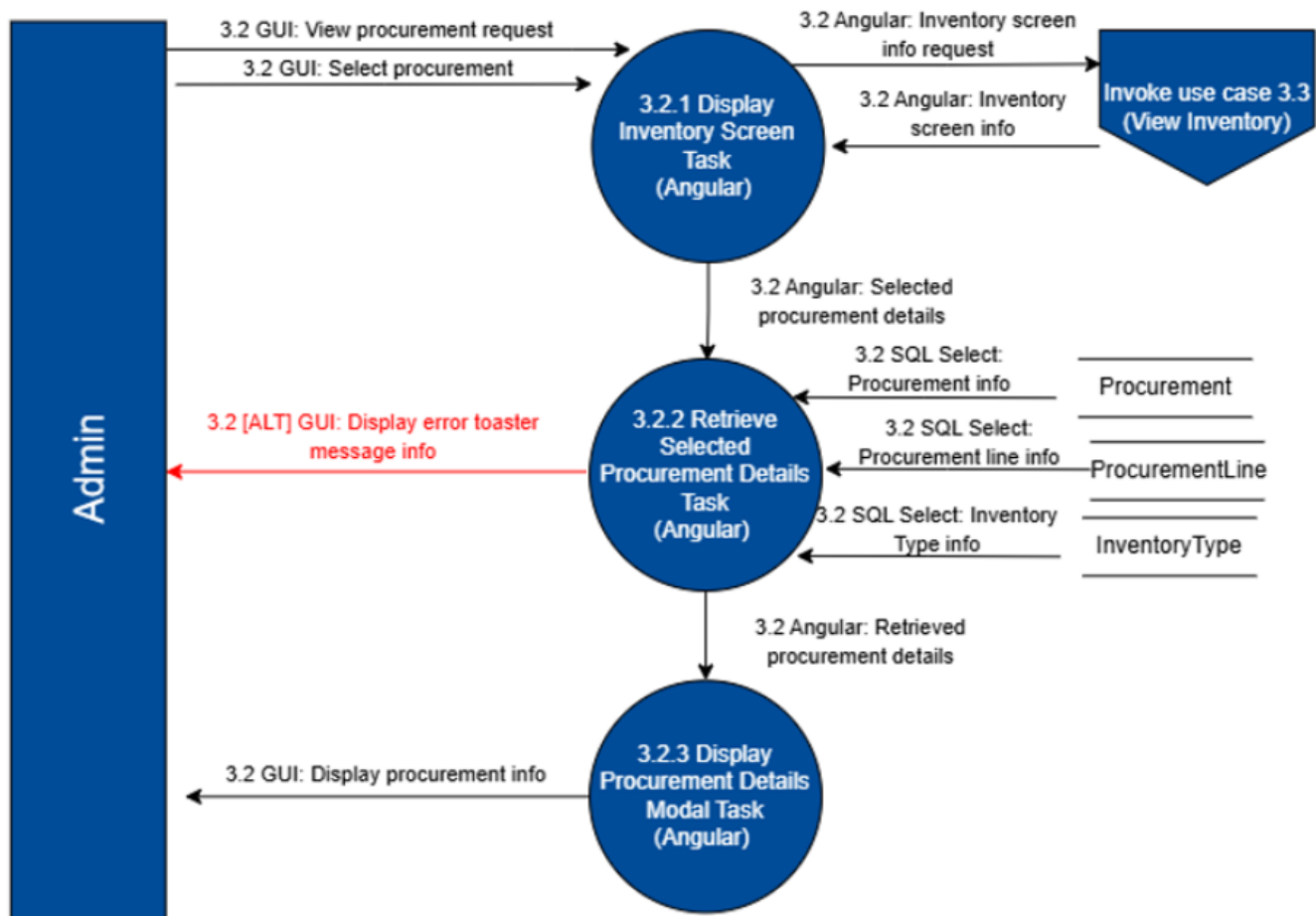


Figure 25: View Procurement - Technical Primitive Level Diagram

2.3.3 View Inventory

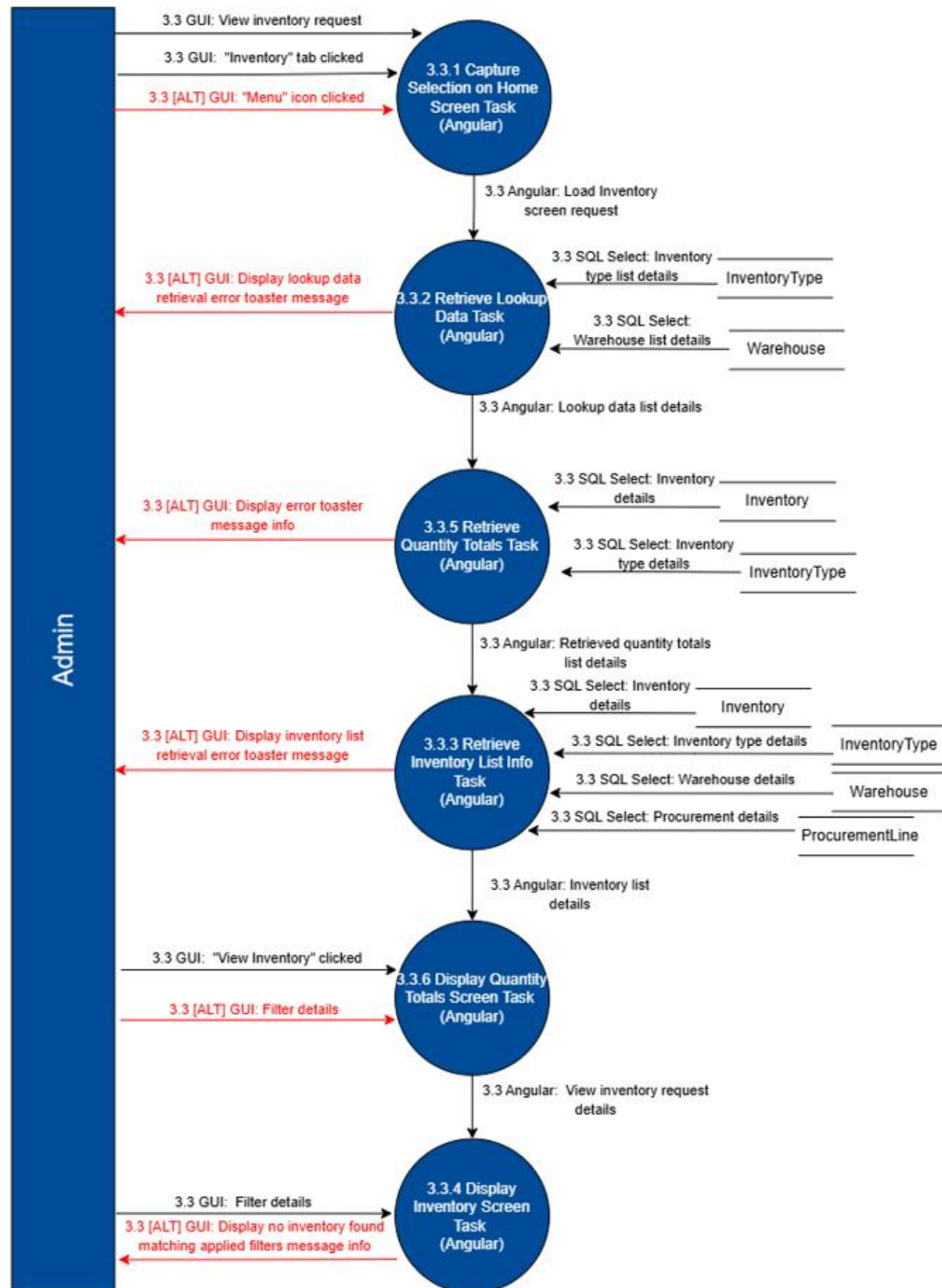


Figure 6: View Inventory - Technical Primitive Level Diagram

2.3.4 Write-Off Inventory

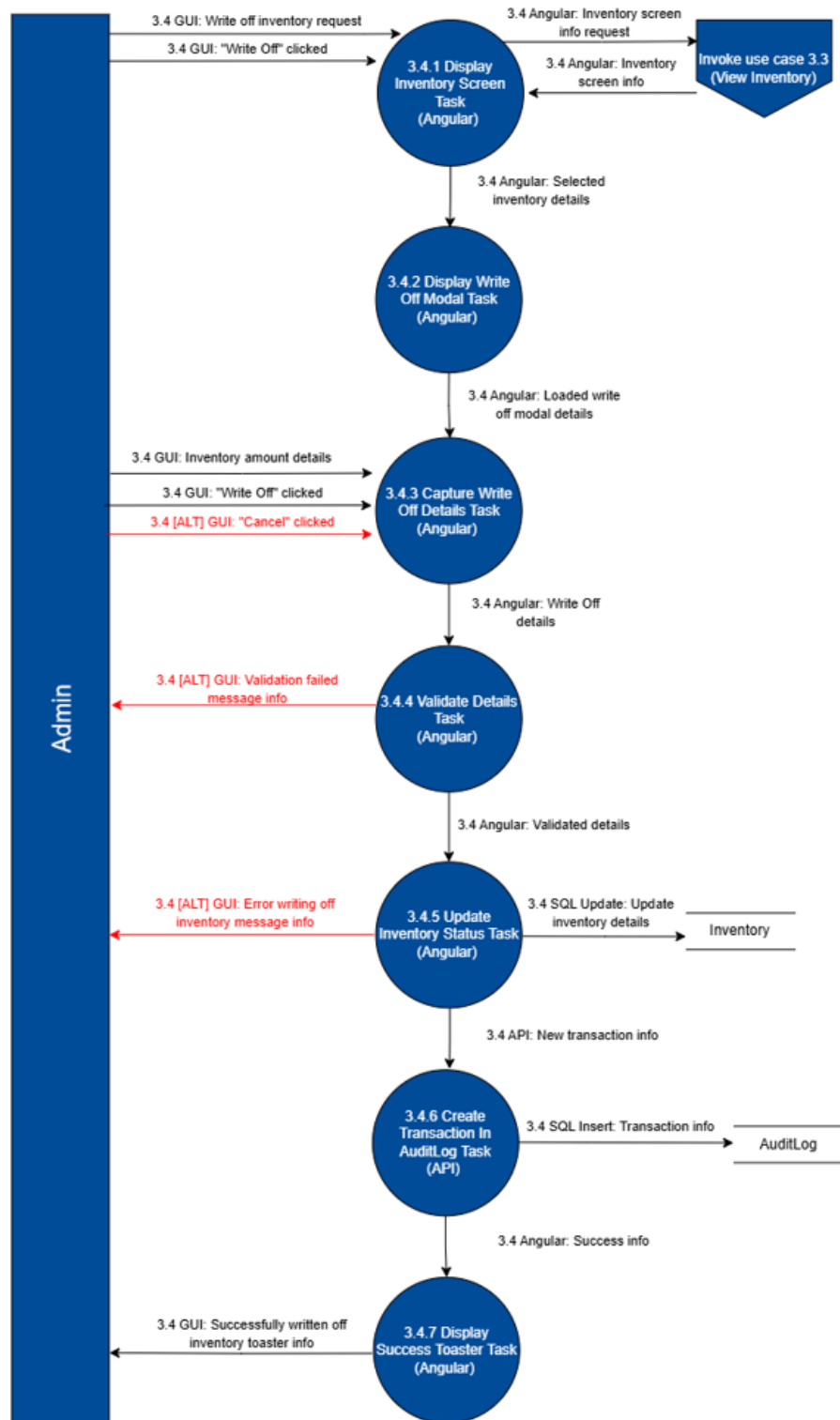


Figure 7: Write-Off Inventory - Technical Primitive Level Diagram

2.3.5 Allocate Inventory

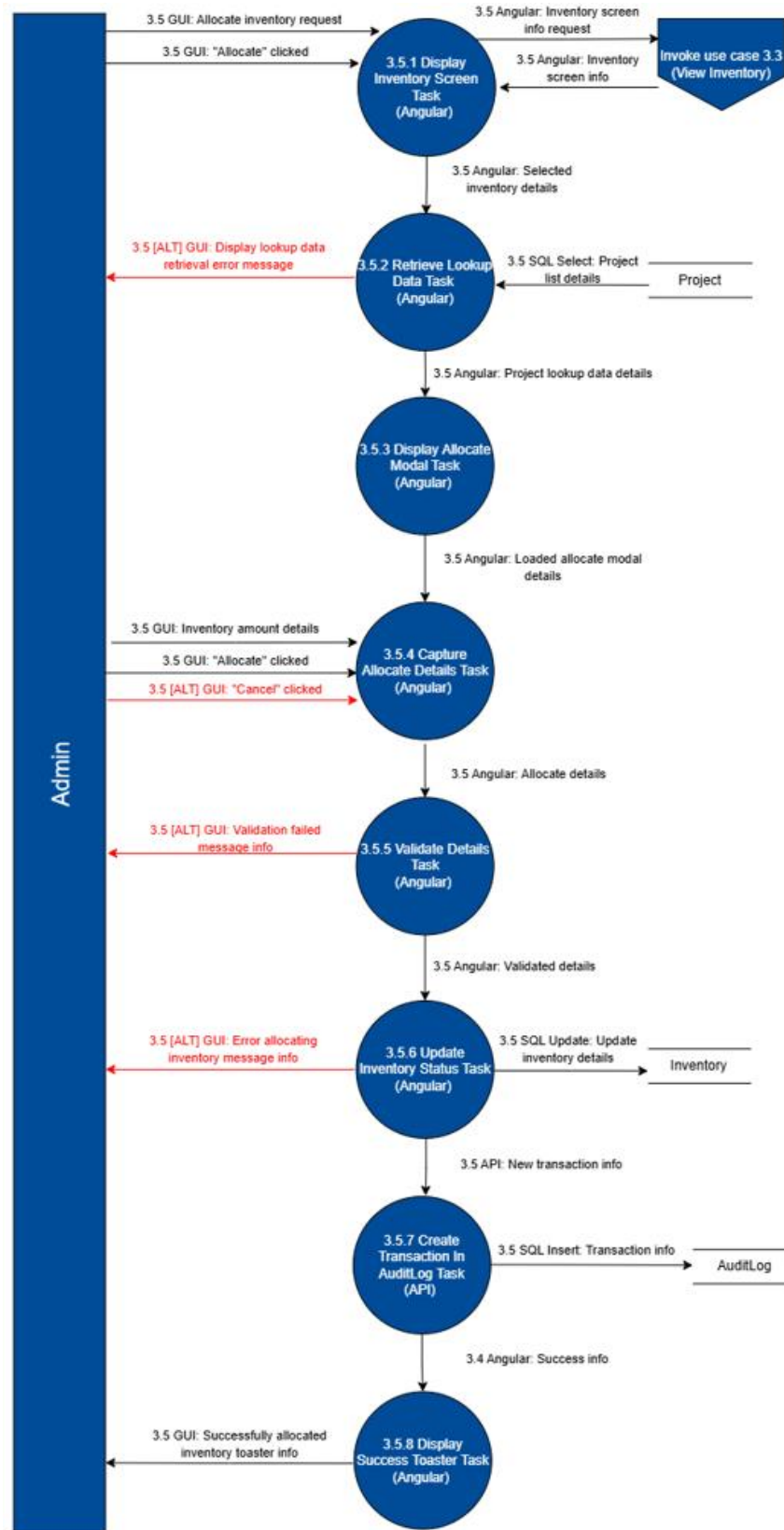


Figure 8: Allocate Inventory - Technical Primitive Level Diagram

2.3.6 Create Inventory Item Type

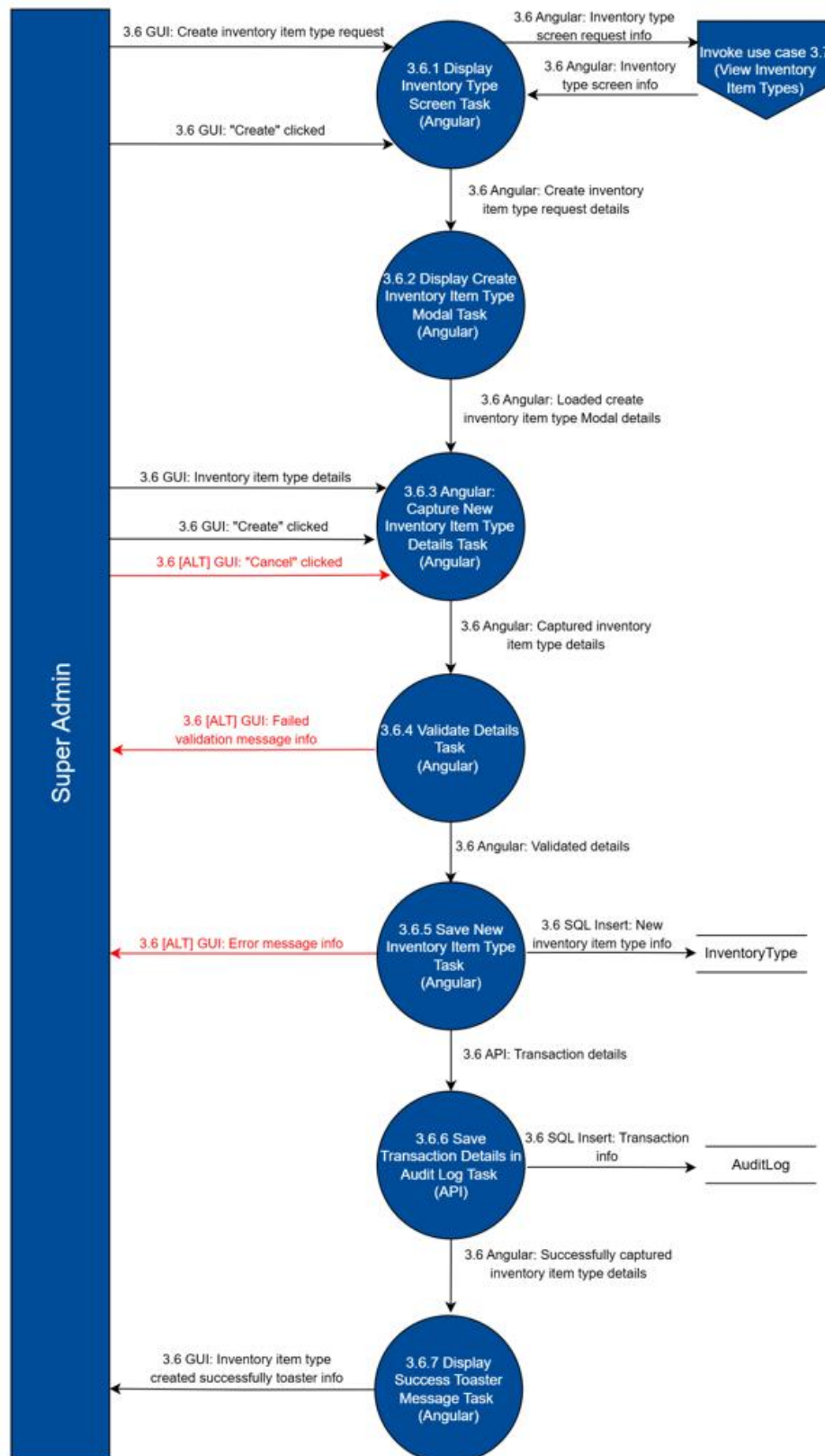


Figure 9: Create Inventory Item Type - Technical Primitive Level Diagram

2.3.7 View Inventory Item Types

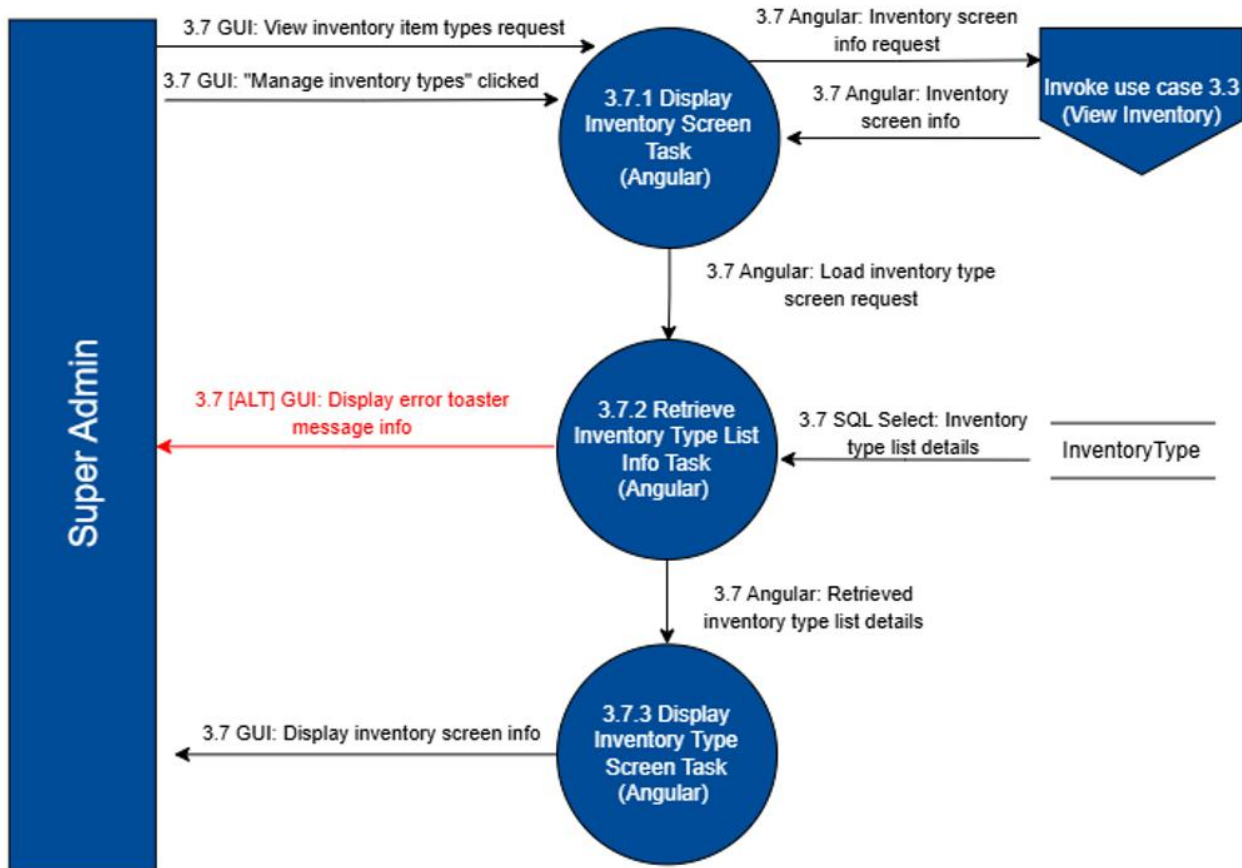


Figure 10: View Inventory Item Types - Technical Primitive Level Diagram

2.3.8 Update Inventory Item Type

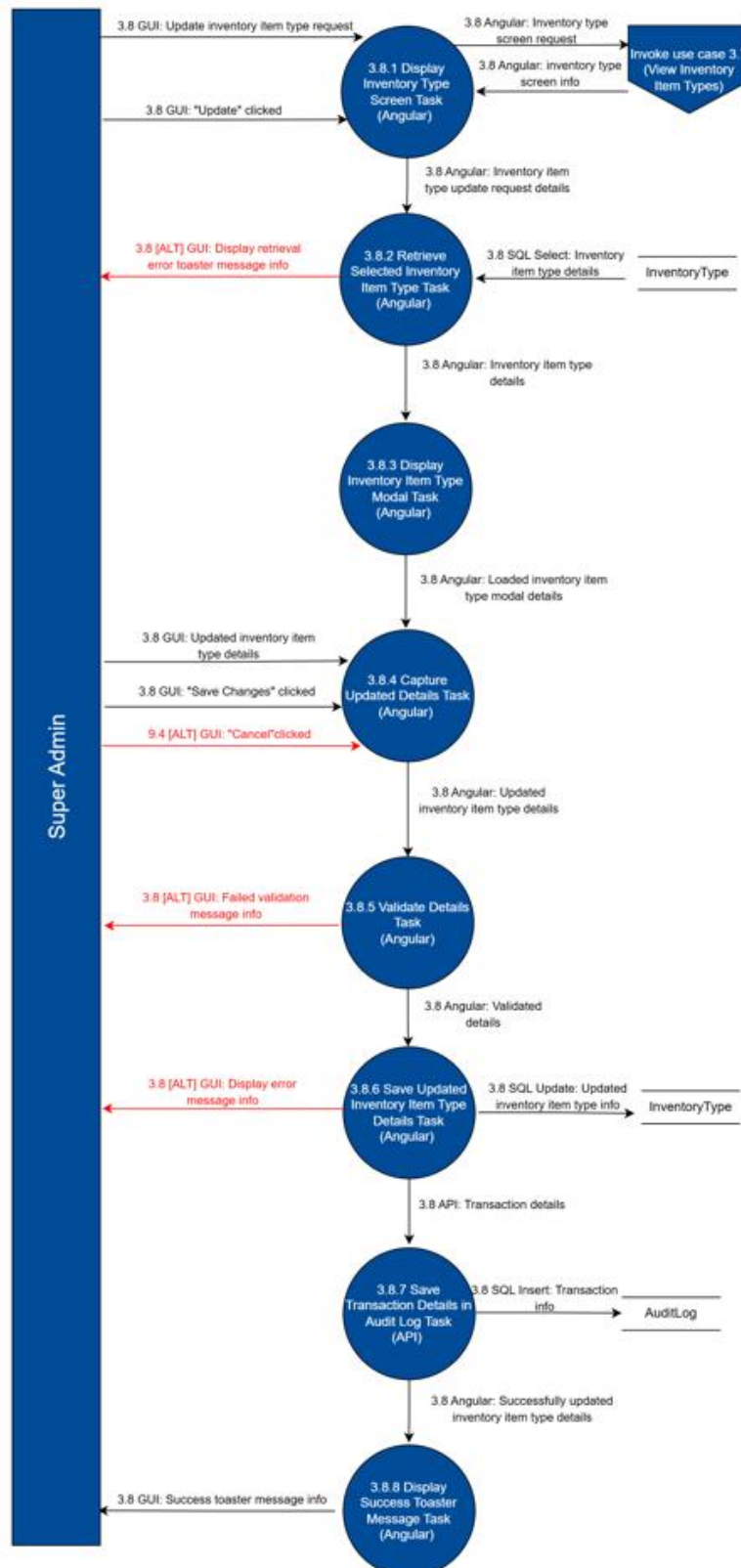


Figure 11: Update Inventory Item Type - Technical Primitive Level Diagram

2.3.9 Deactivate Inventory Item Type

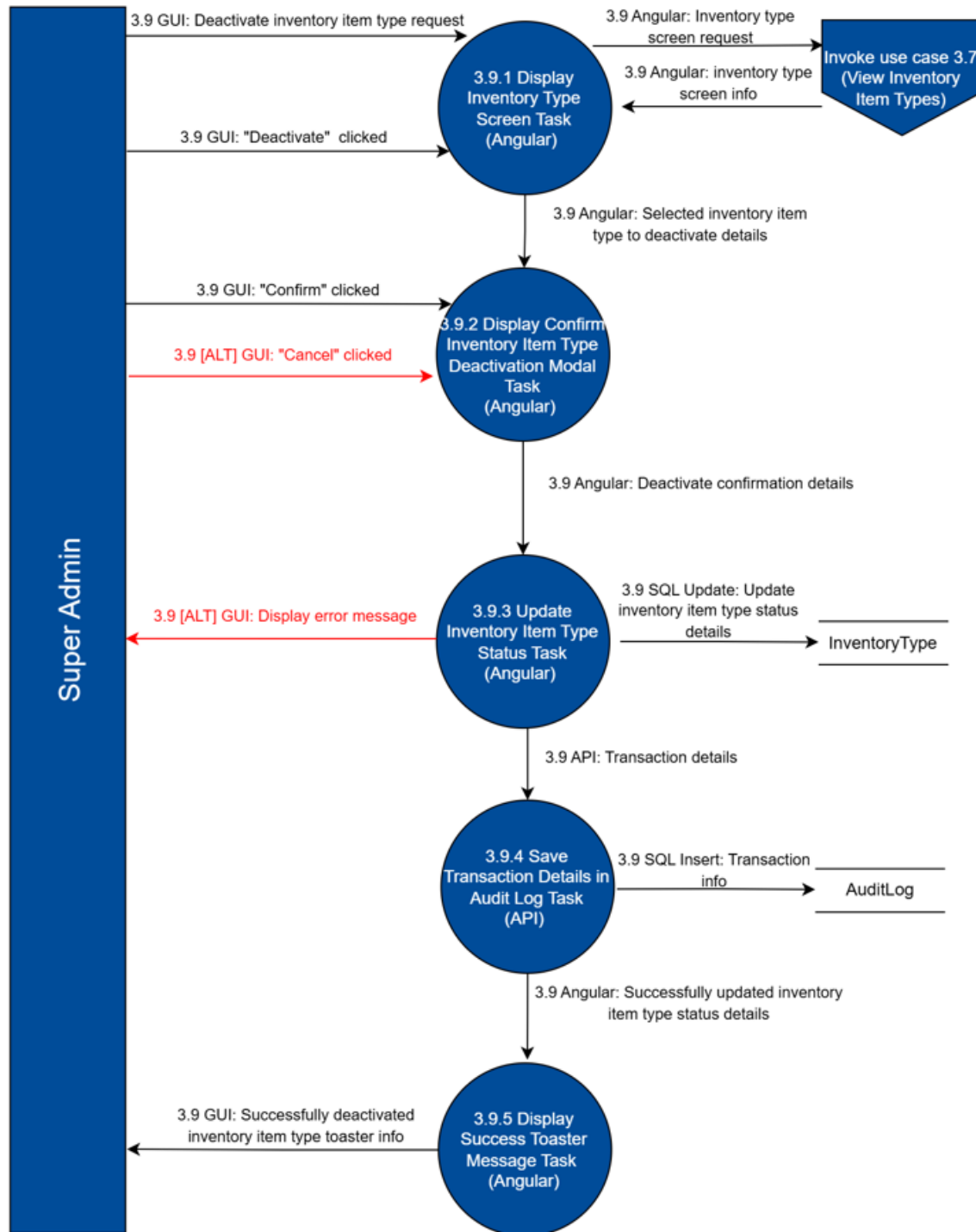


Figure 12: Deactivate Inventory Item Type - Technical Primitive Level Diagram

2.3.10 Reactivate Inventory Item Type

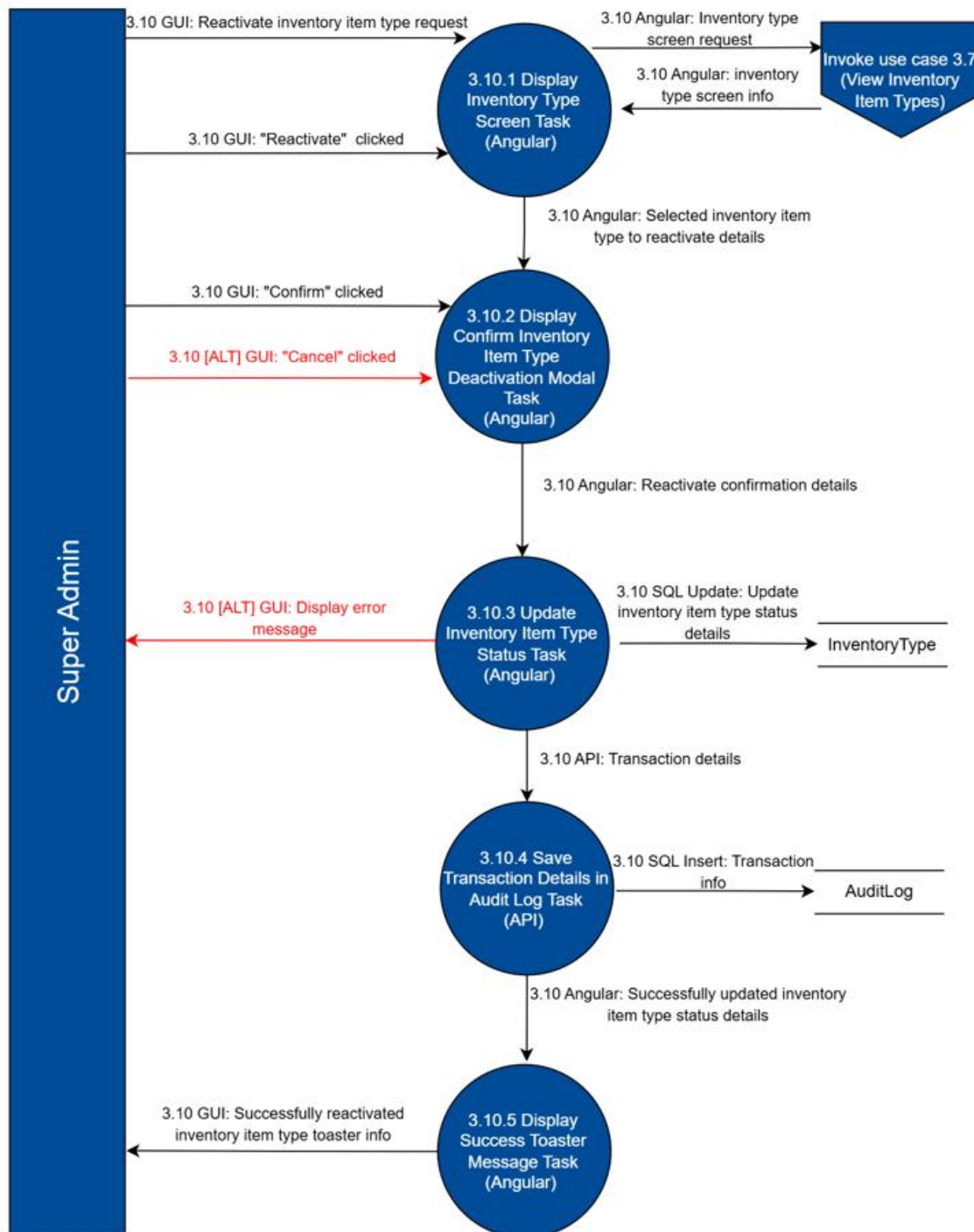


Figure 13: Receive Inventory Item Type - Technical Primitive Level Diagram

2.4 Group Subsystem Technical Primitive Level Diagrams

2.4.1 Create Group

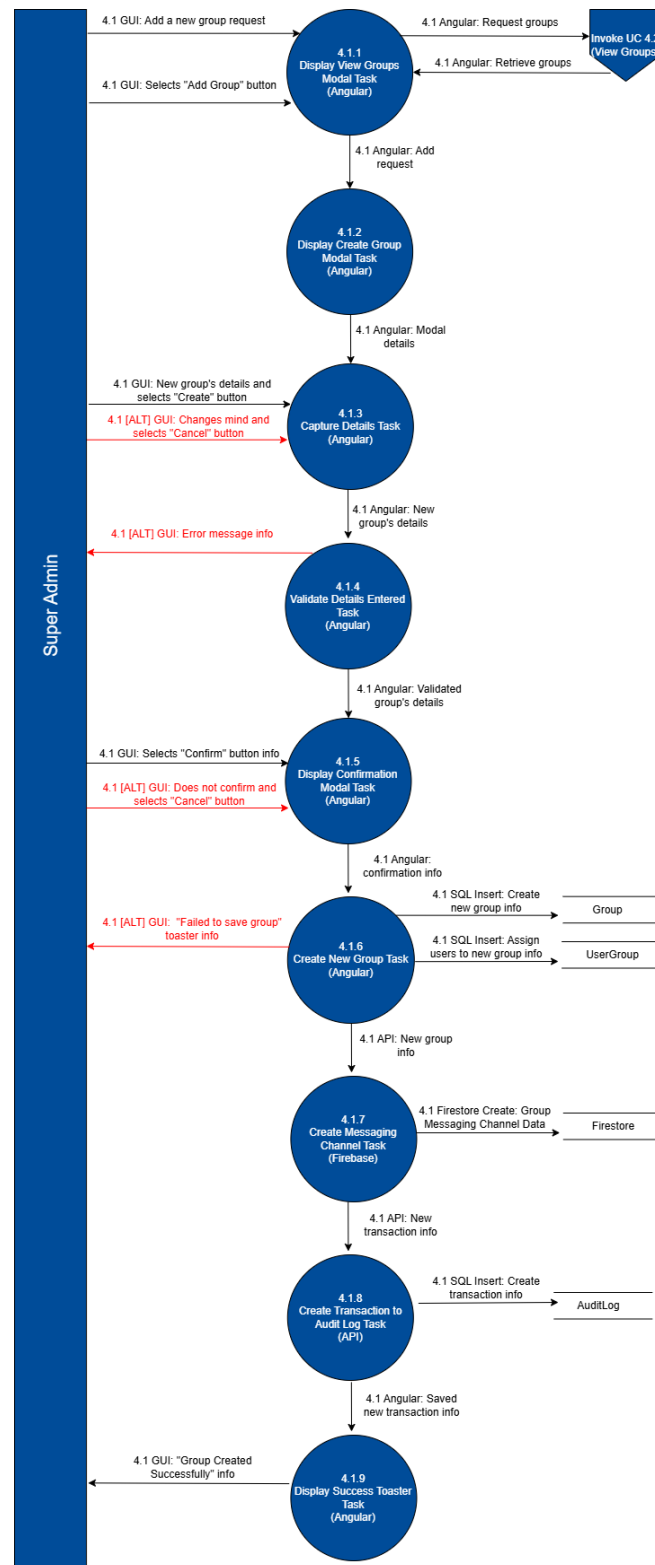


Figure 14: Create Group - Technical Primitive Level Diagram

2.4.2 View Groups

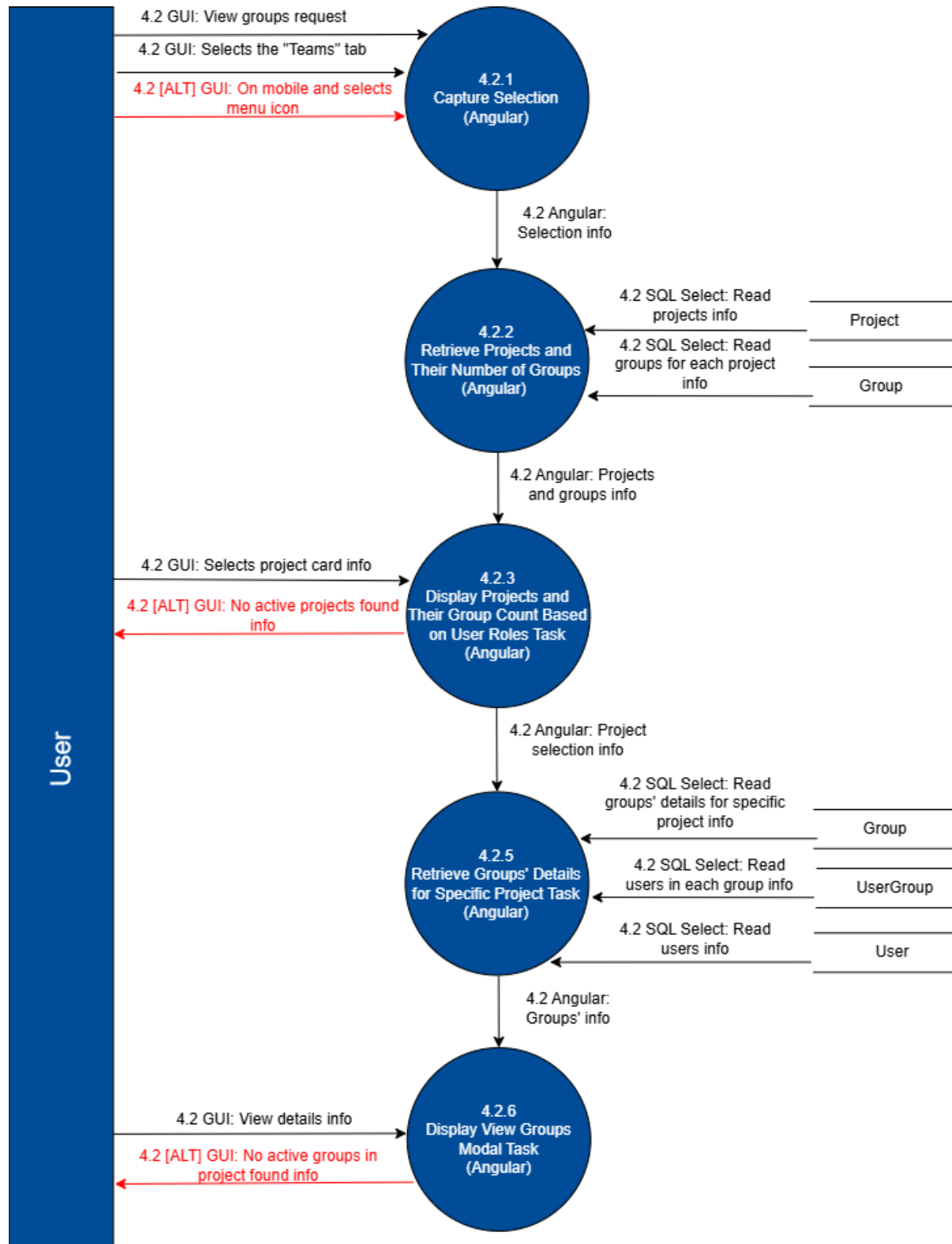


Figure 15: View Groups - Technical Primitive Level Diagram

2.4.3 Update Group

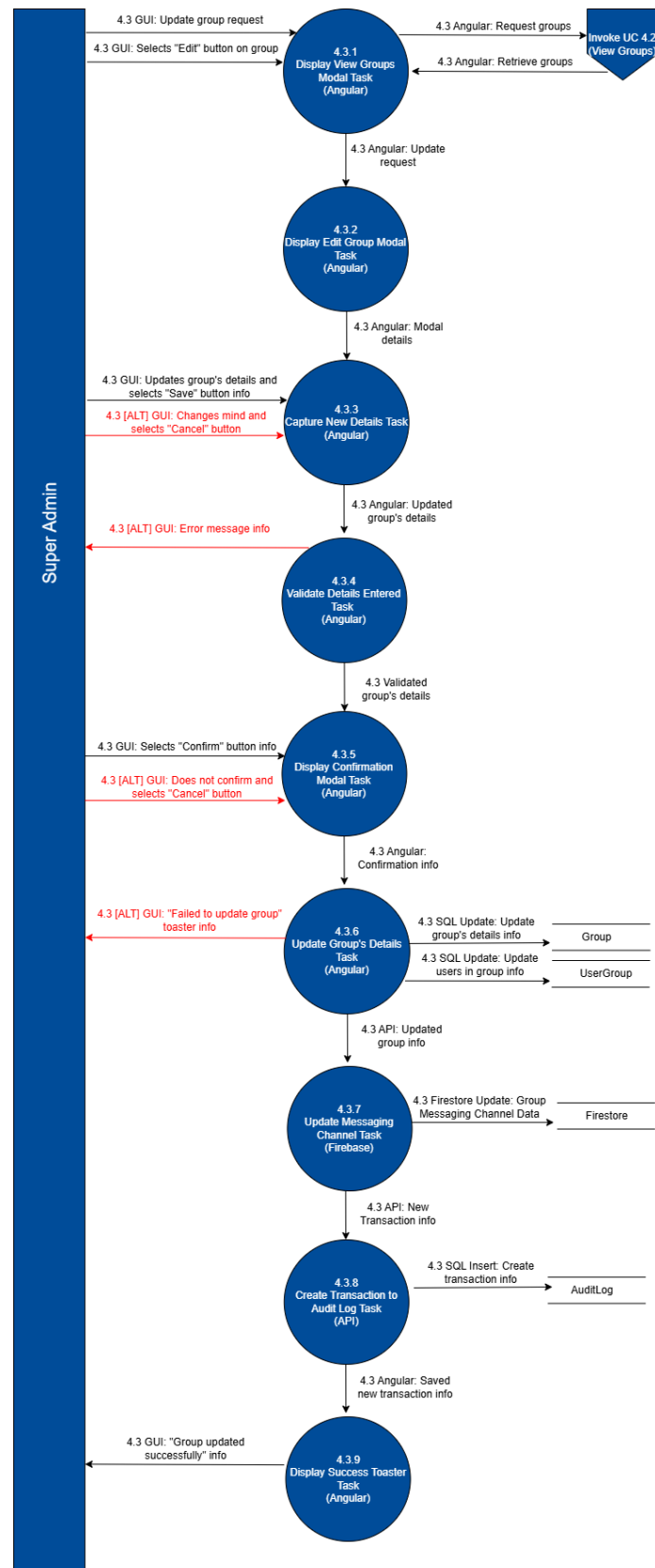


Figure 16: Update Group - Technical Primitive Level Diagram

2.4.4 Deactivate Group

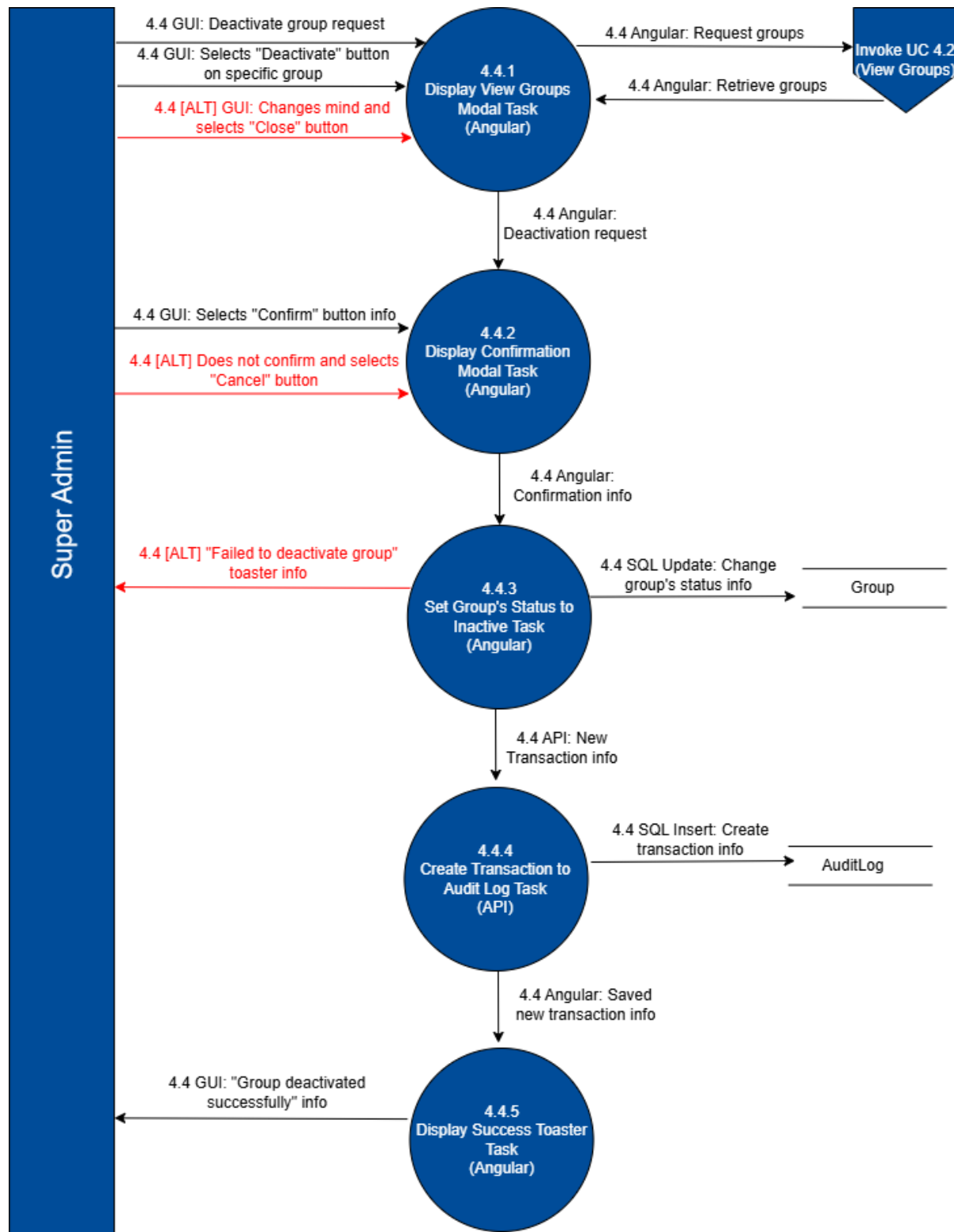


Figure 17: Deactivate Group - Technical Primitive Level Diagram

2.4.5 Create Skill

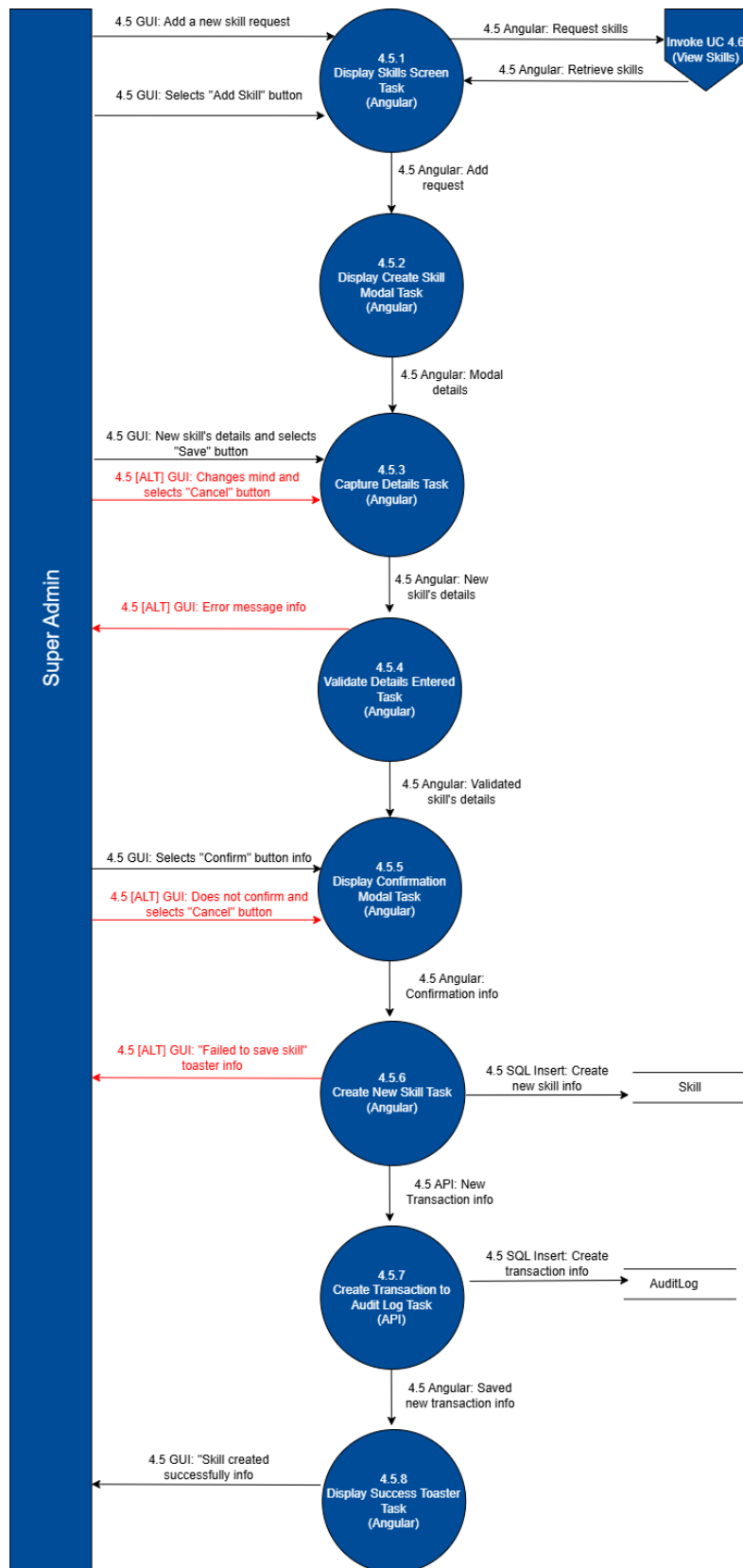


Figure 18: Create Skill - Technical Primitive Level Diagram

2.4.6 View Skills

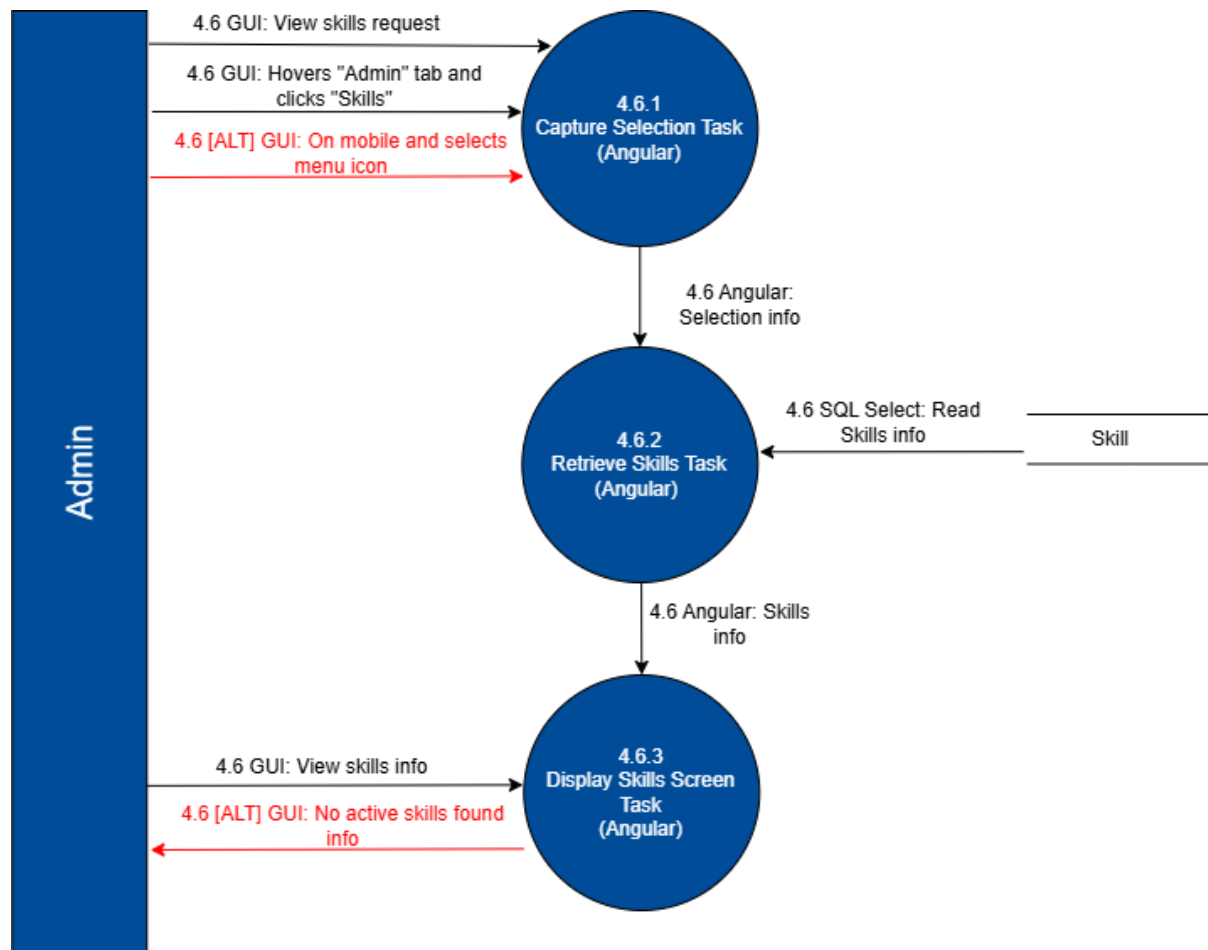


Figure 19: View Skills - Technical Primitive Level Diagram

2.4.7 View Skill

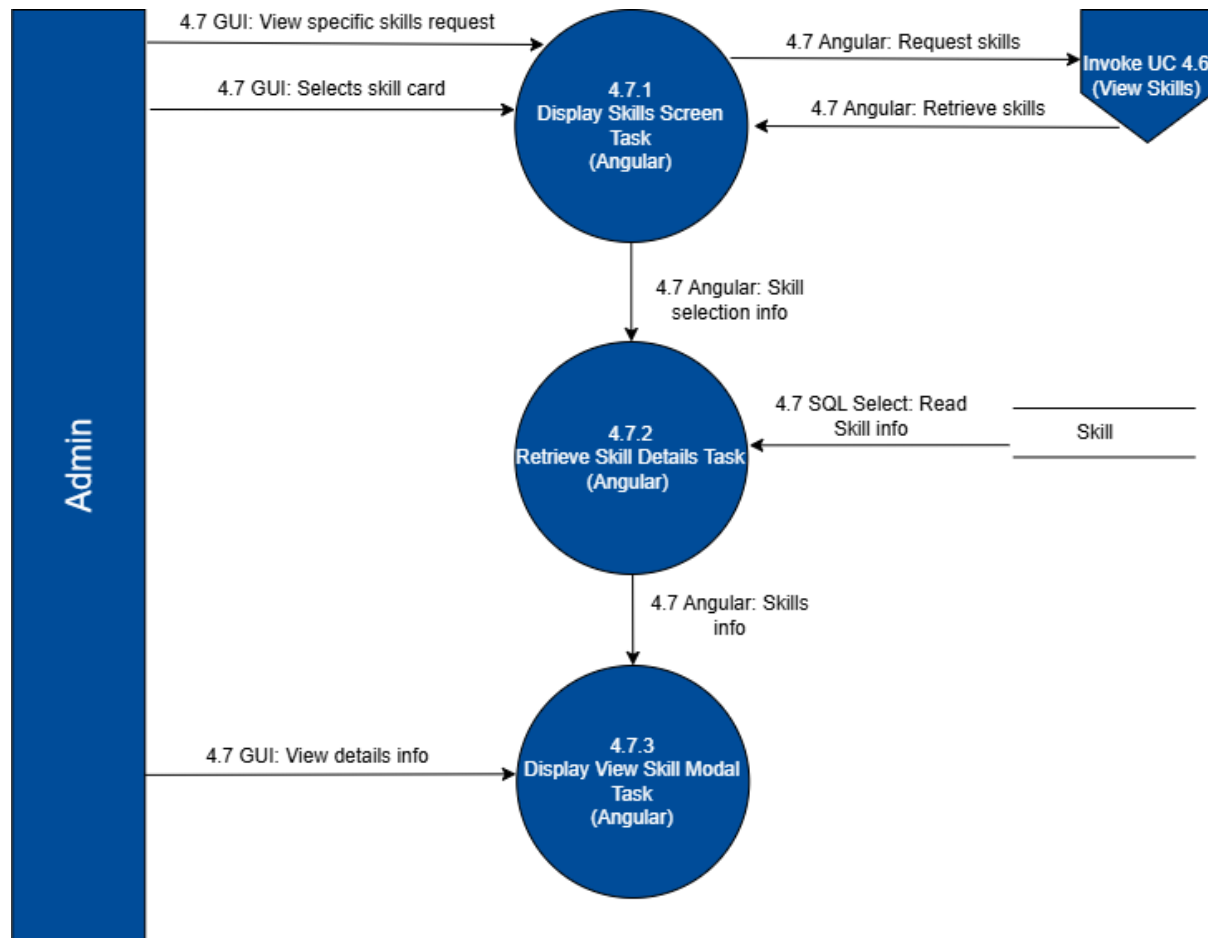


Figure 20: View Skill - Technical Primitive Level Diagram

2.4.8 Update Skill

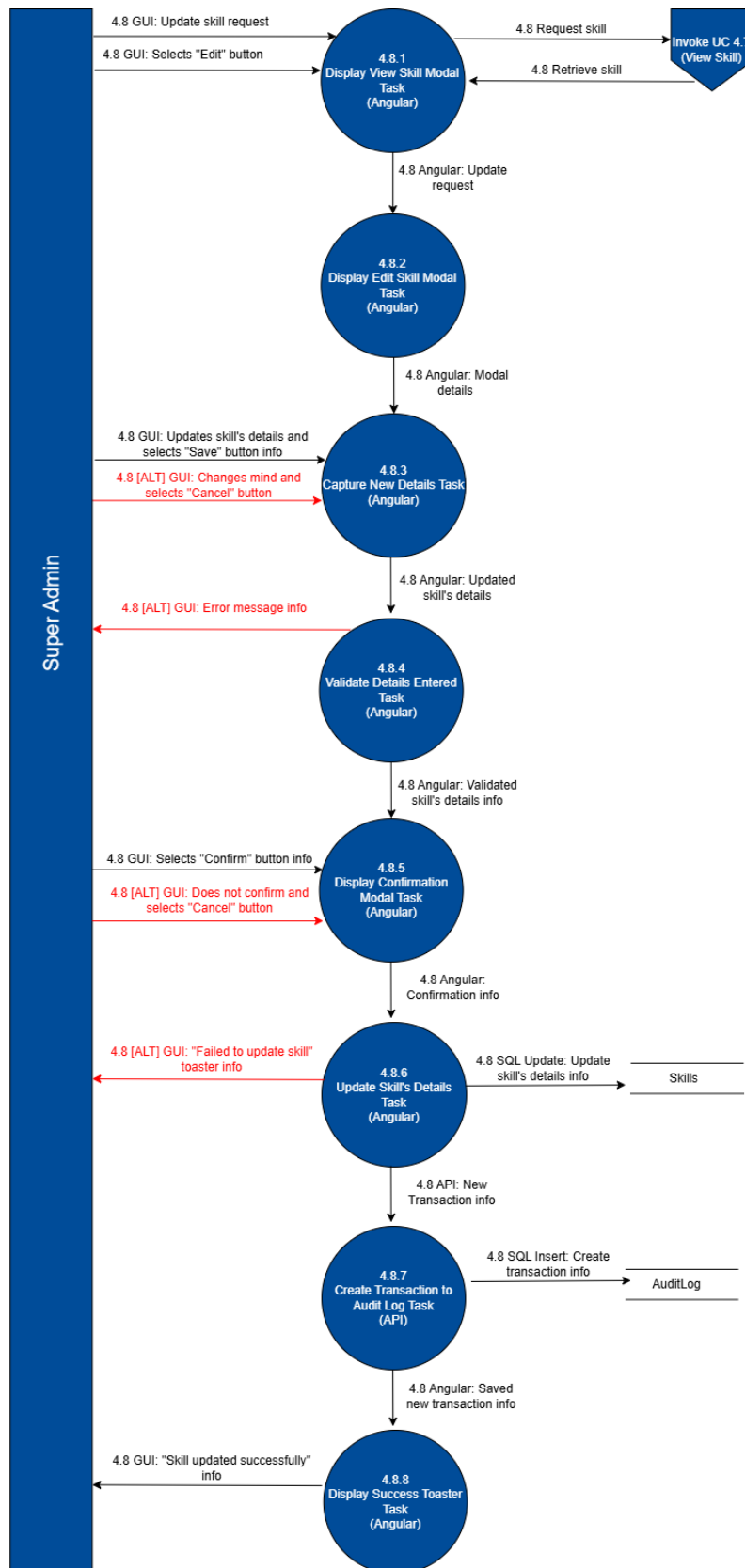


Figure 21: Update Skill - Technical Primitive Level Diagram

2.4.9 Deactivate Skill

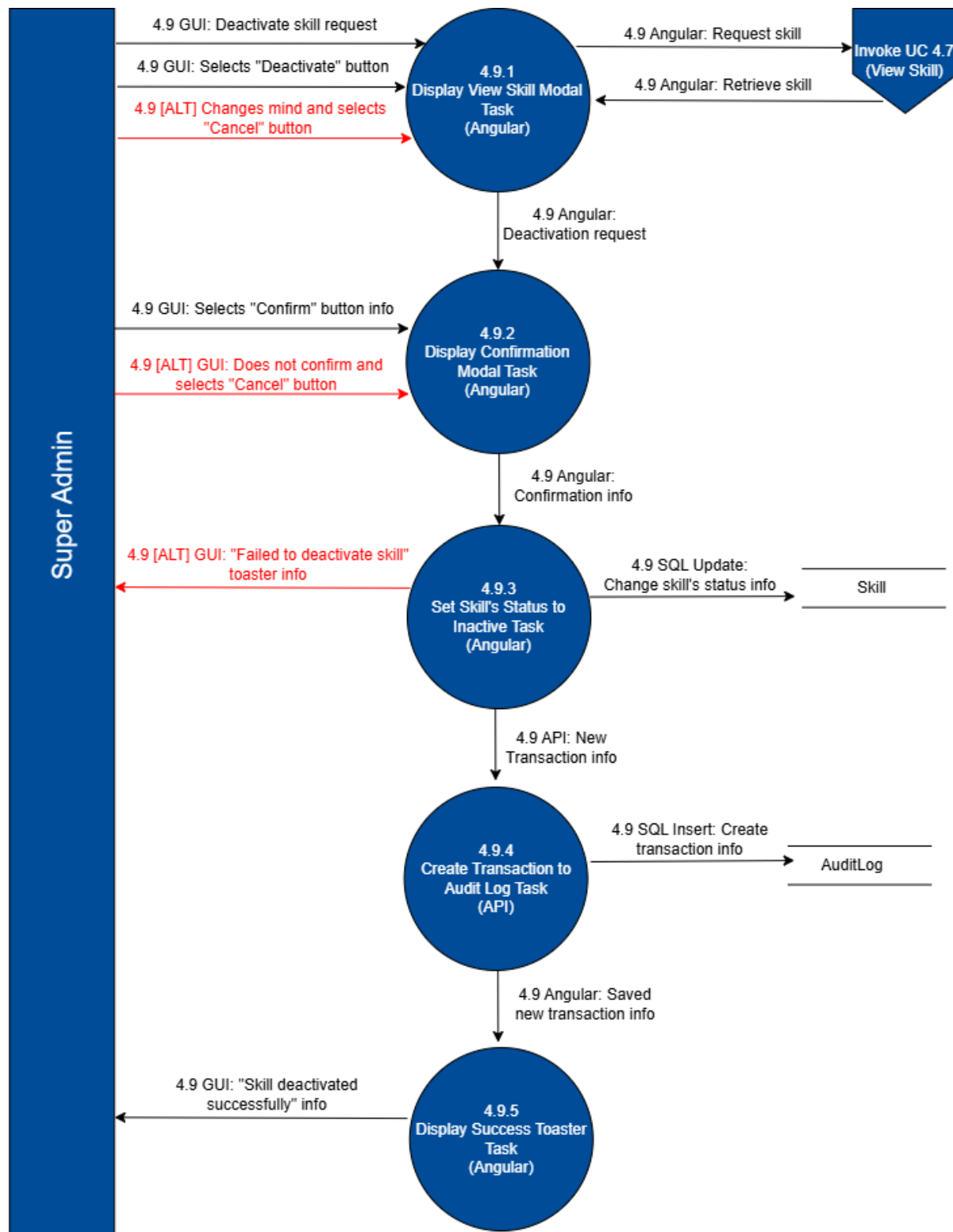


Figure 22: Deactivate Skill - Technical Primitive Level Diagram

2.5 Warehouse Subsystem Technical Primitive Level Diagrams

2.5.1 Create Warehouse

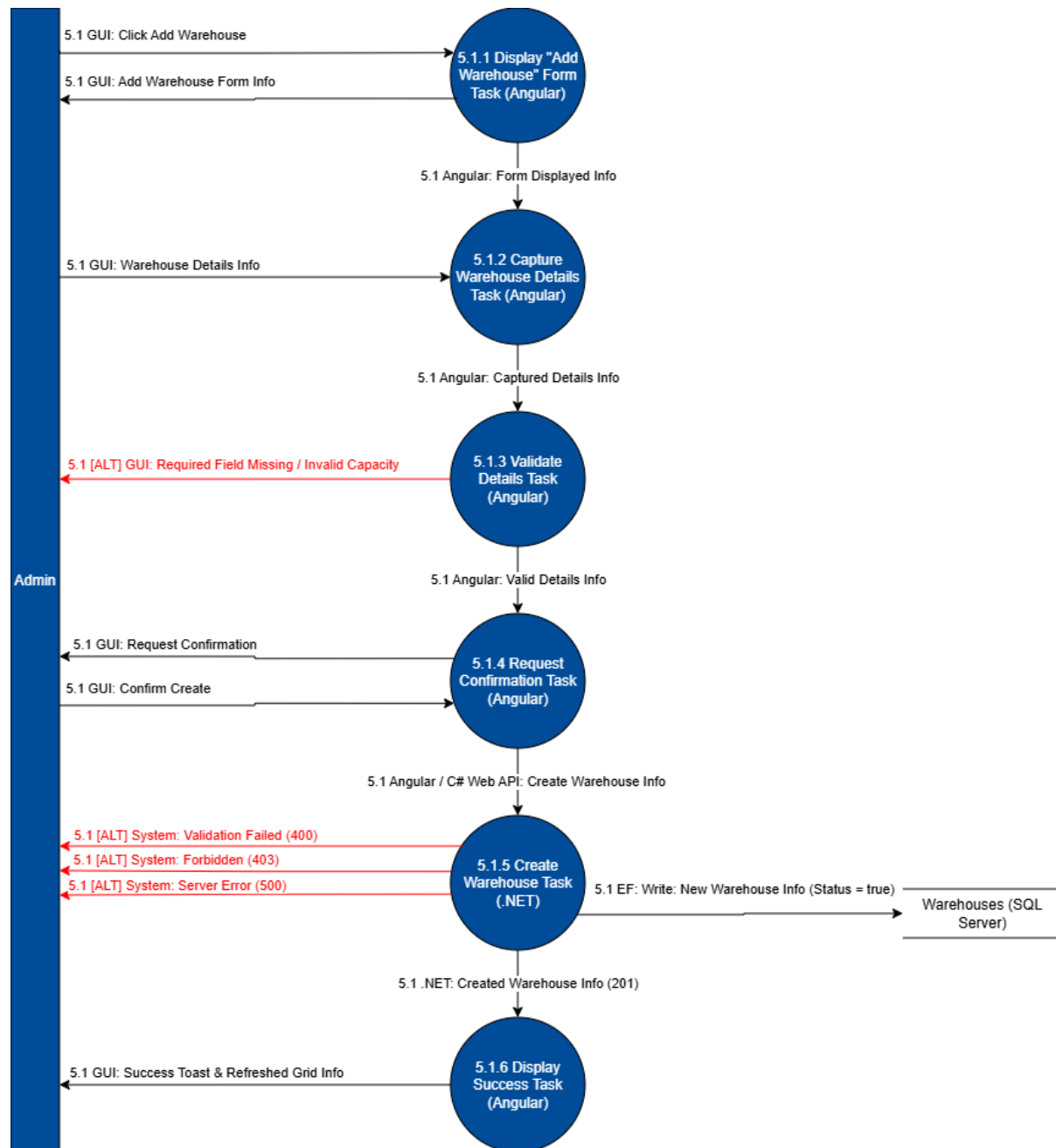


Figure 23: Create Warehouse - Technical Primitive Level Diagram

2.5.2 View Warehouse

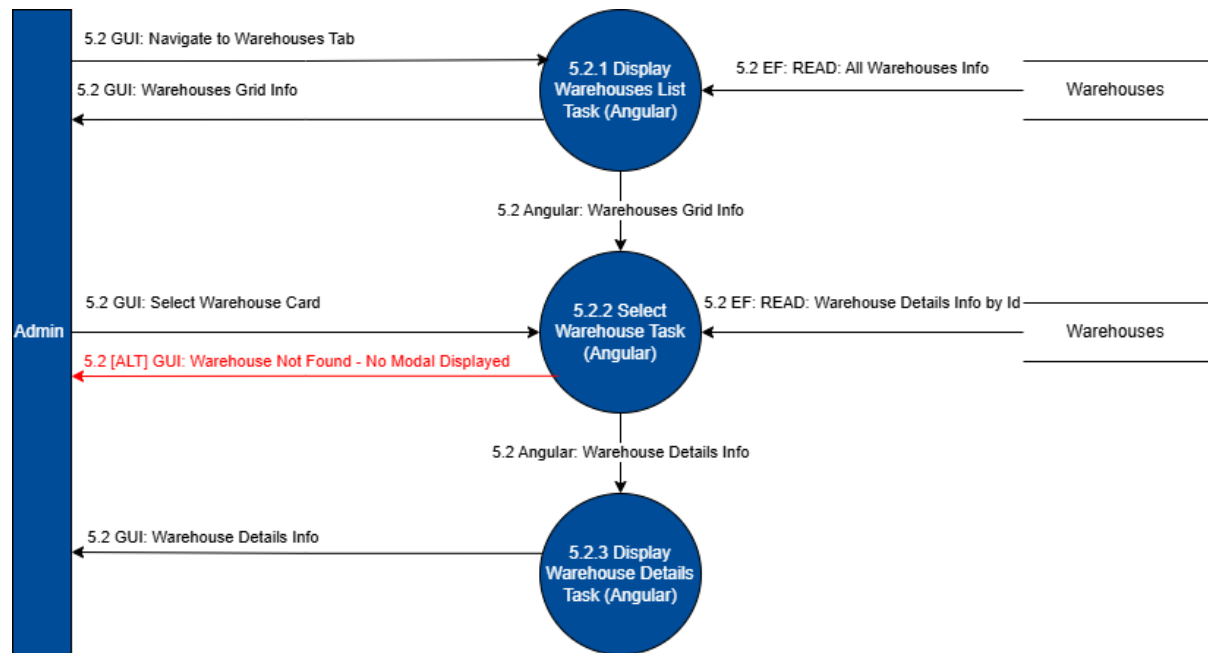


Figure 24: View Warehouse - Technical Primitive Level Diagram

2.5.3 Update Warehouse

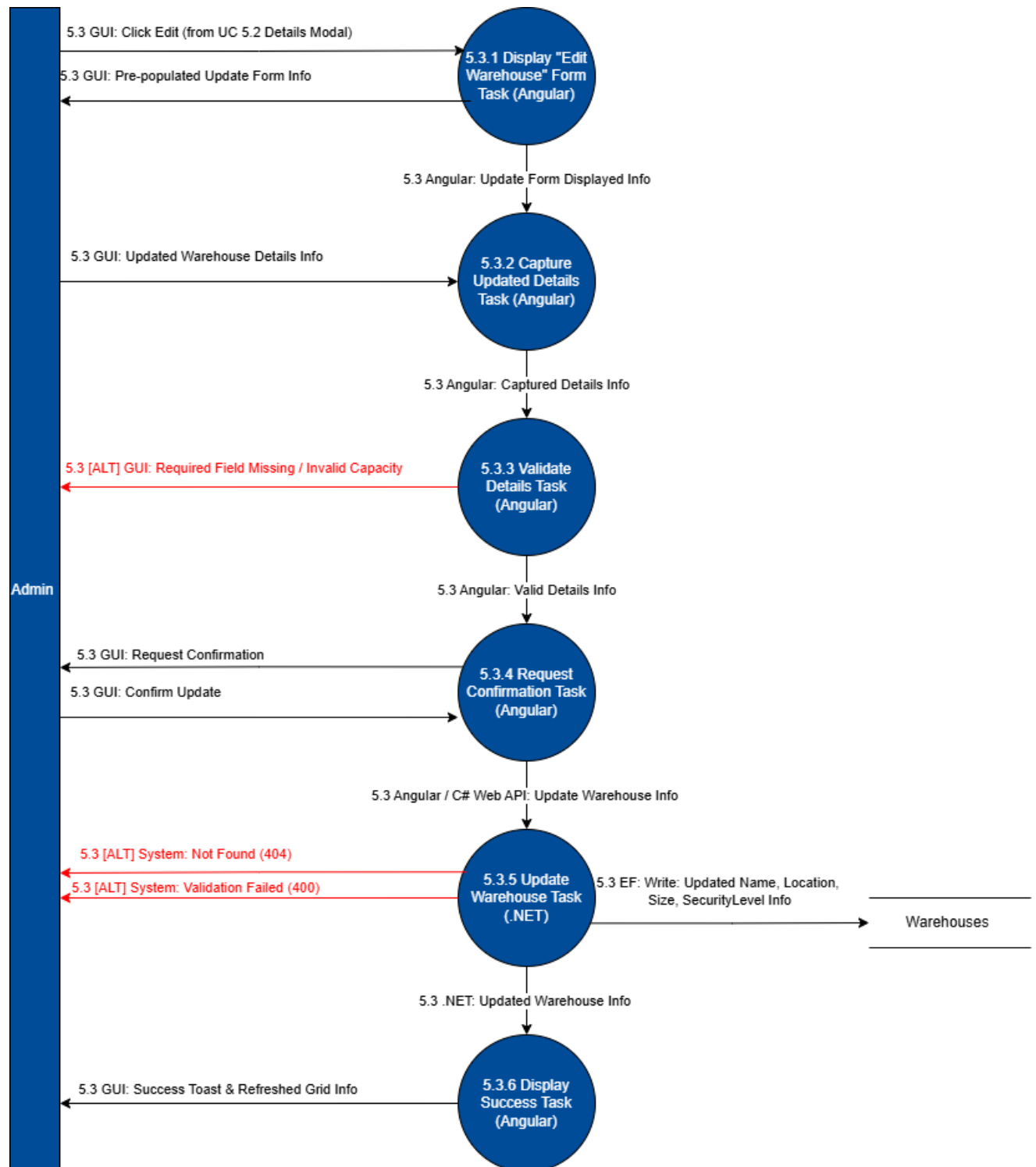


Figure 25: Update Warehouse - Technical Primitive Level Diagram

2.5.4 Reactivate Warehouse

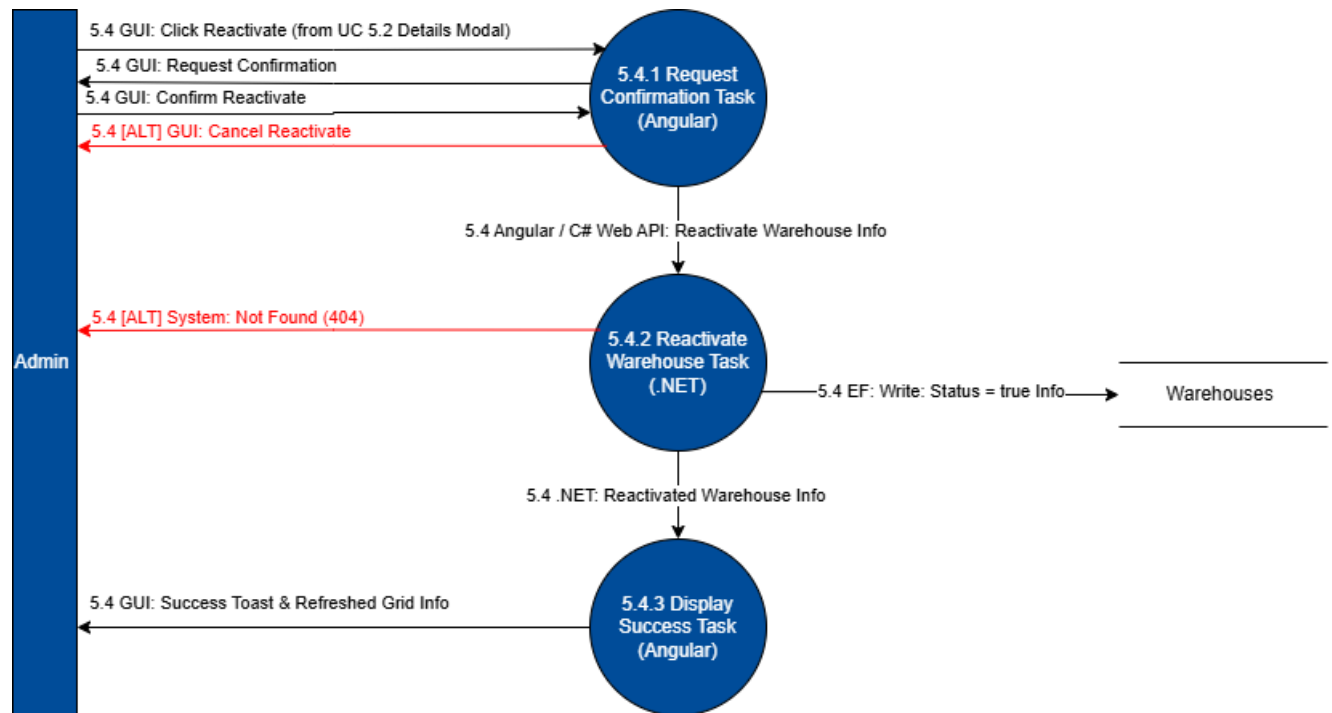


Figure 26: Reactivate Warehouse -Technical Primitive Level Diagram

2.5.5 Deactivate Warehouse

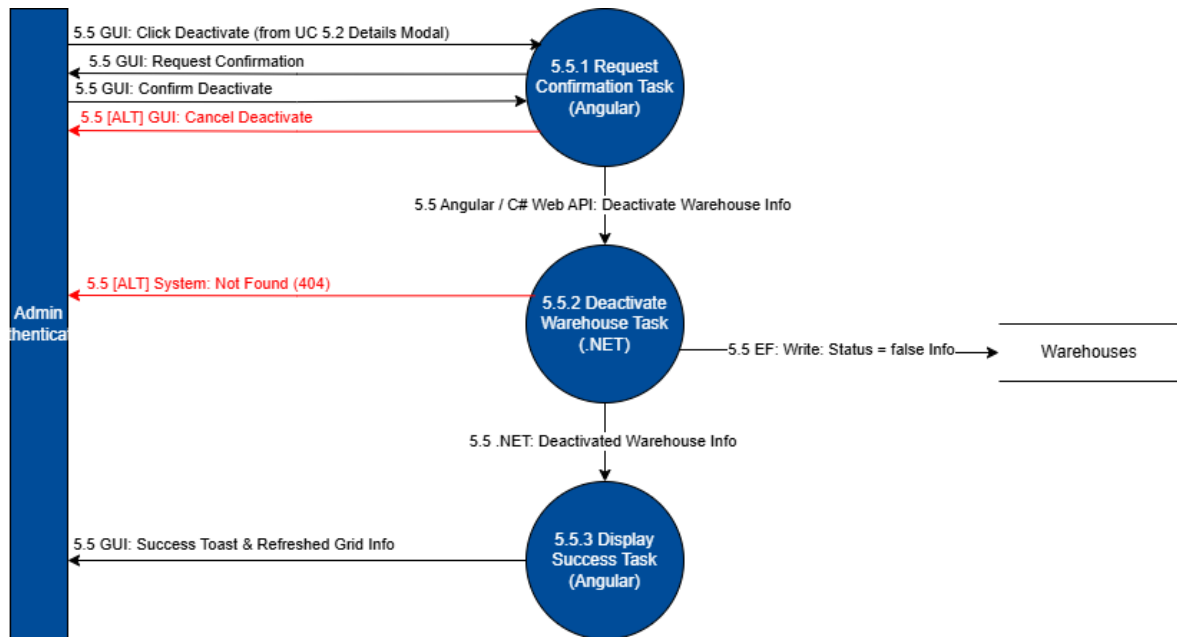


Figure 27: Deactivate Warehouse - Technical Primitive Level Diagram

2.5.6 Inventory Stock Take

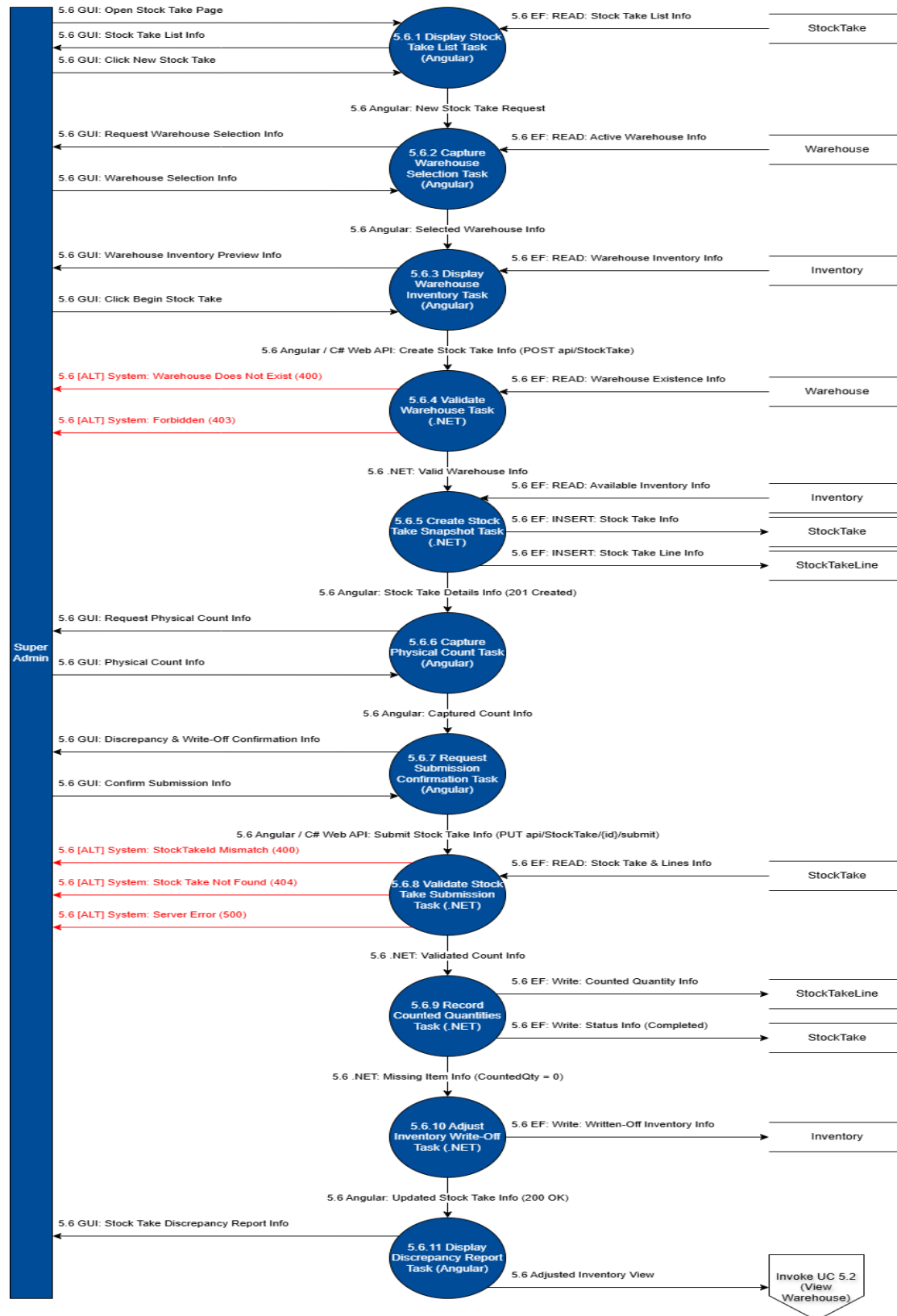


Figure 28: Inventory Stock Take - Technical Primitive Level Diagram

2.6 Vendor Subsystem Technical Primitive Level Diagrams

2.6.1 Create Vendor

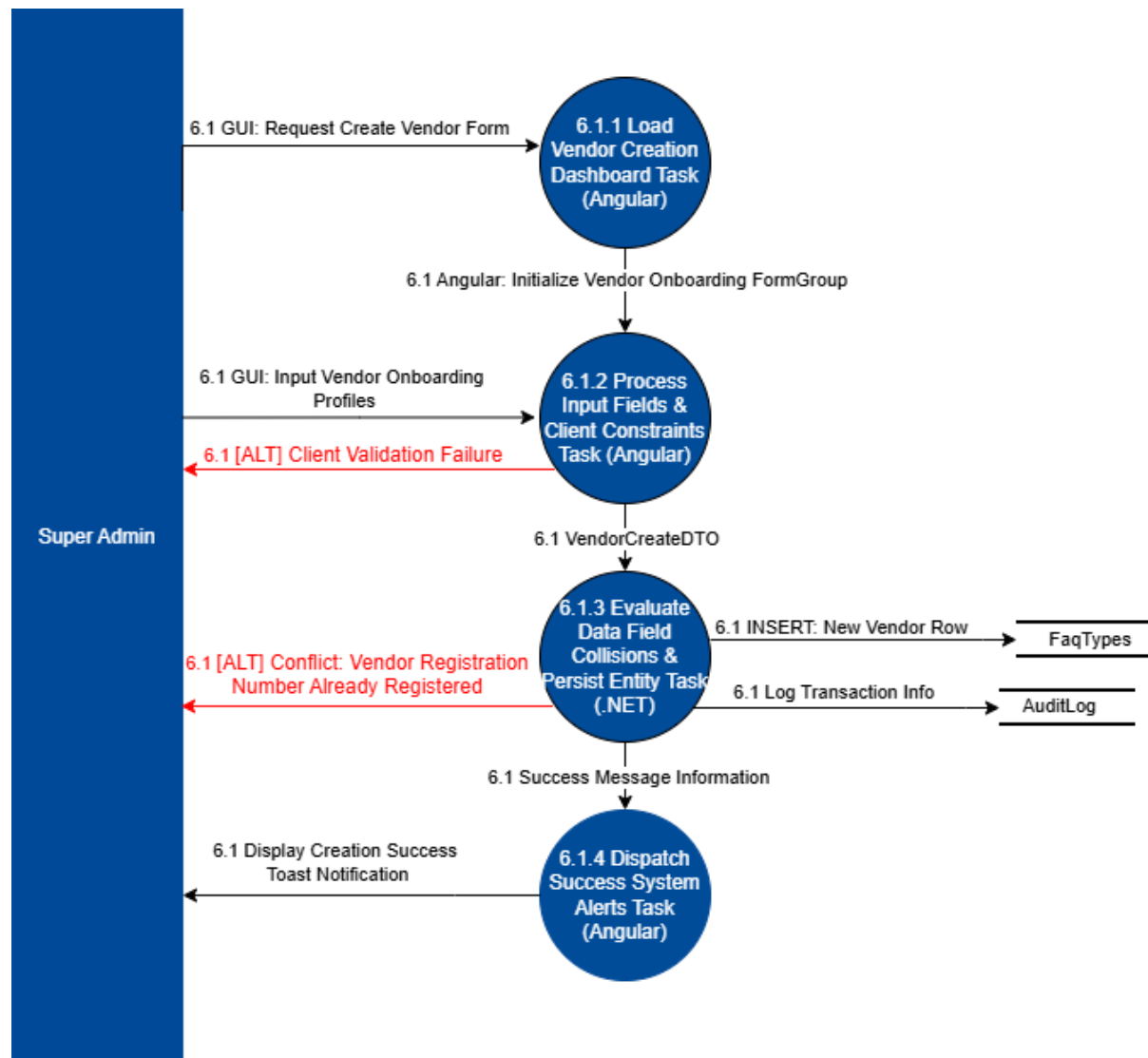


Figure 29: Create Vendor - Technical Primitive Level Diagram

2.6.2 View Vendor

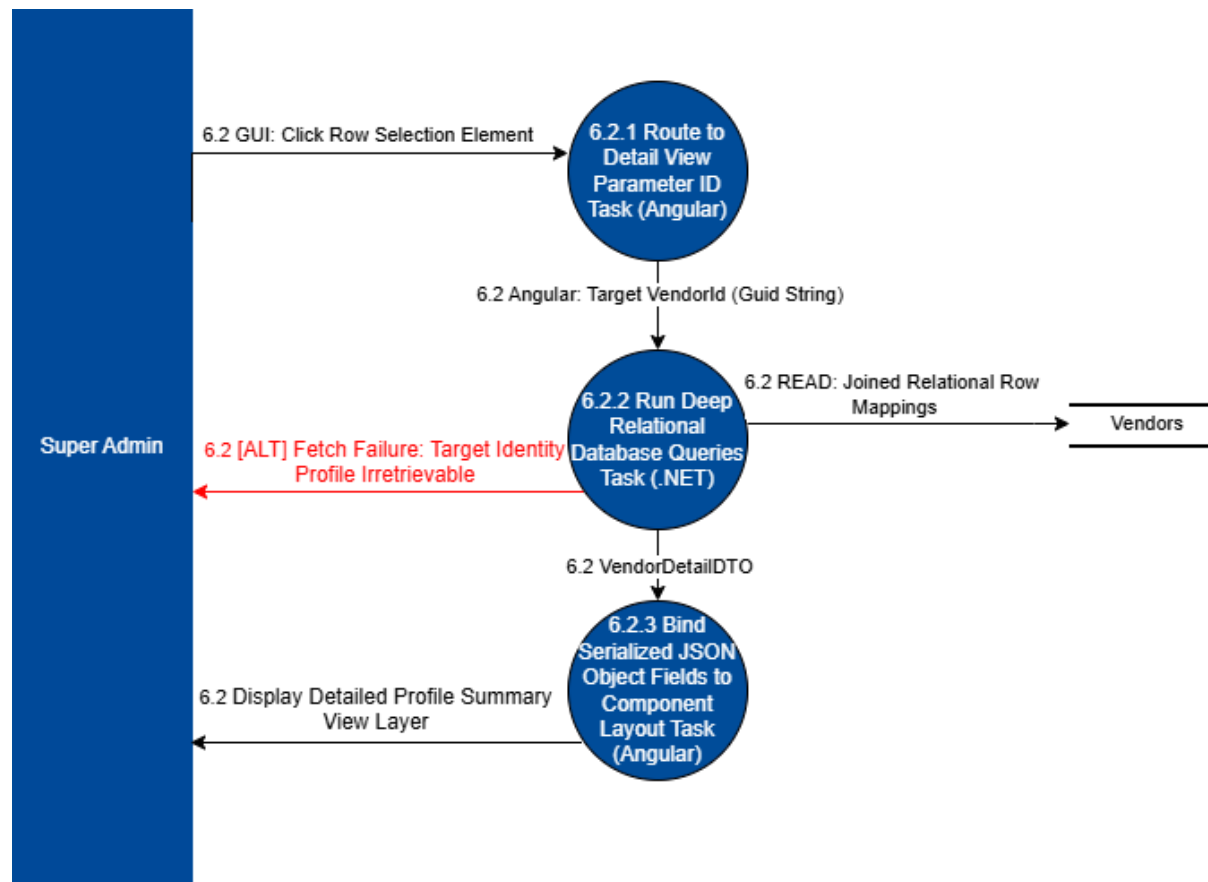


Figure 30: View Vendor - Technical Primitive Level Diagram

2.6.3 View Vendors

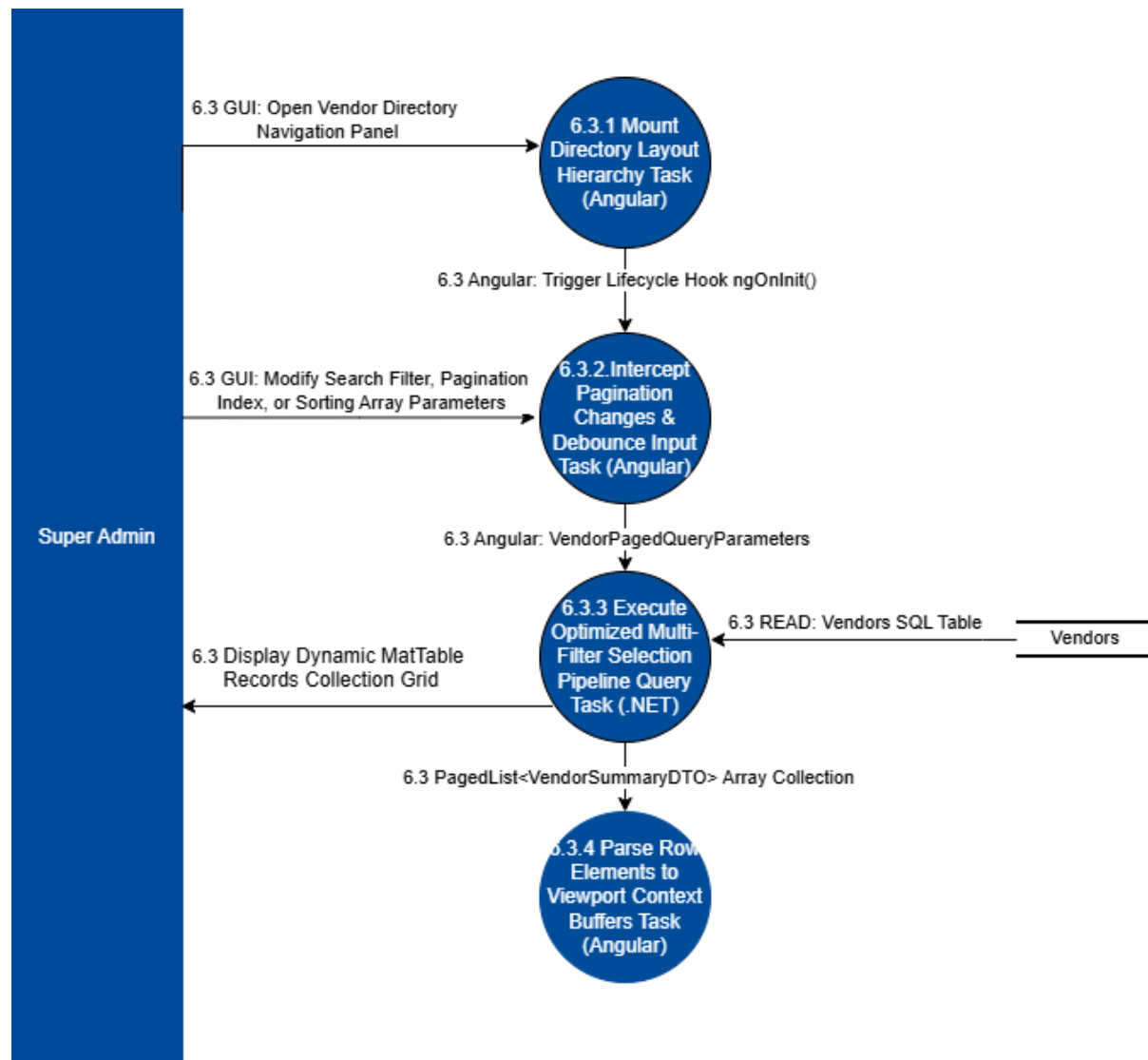


Figure 31: View Vendors - Technical Primitive Level Diagram

2.6.4 Edit Vendor

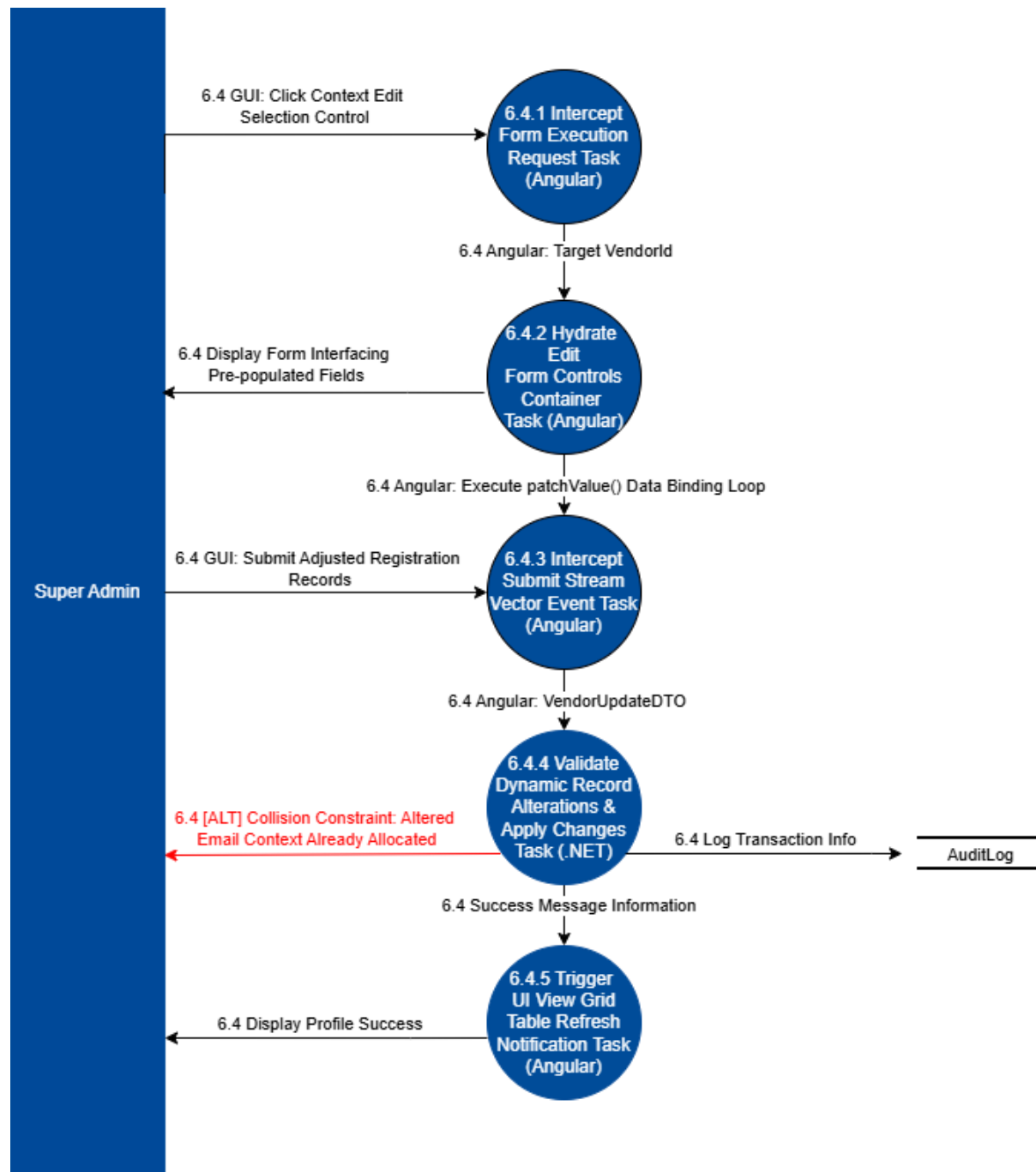


Figure 32: Edit Vendor - Technical Primitive Level Diagram

2.6.5 Reactivate Vendor

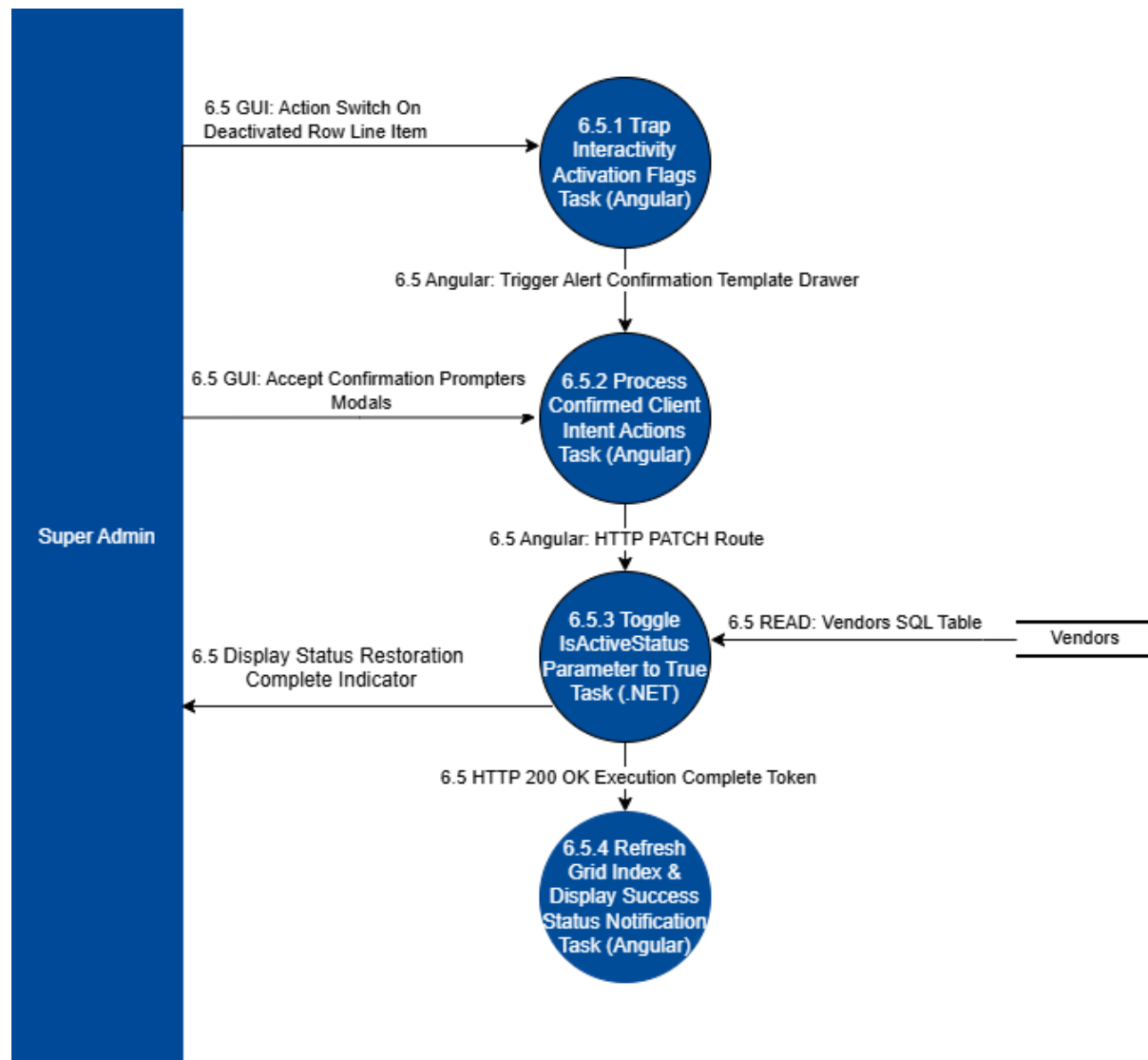


Figure 33: Reactivate Vendor - Technical Primitive Level Diagram

2.6.6 Deactivate Vendor

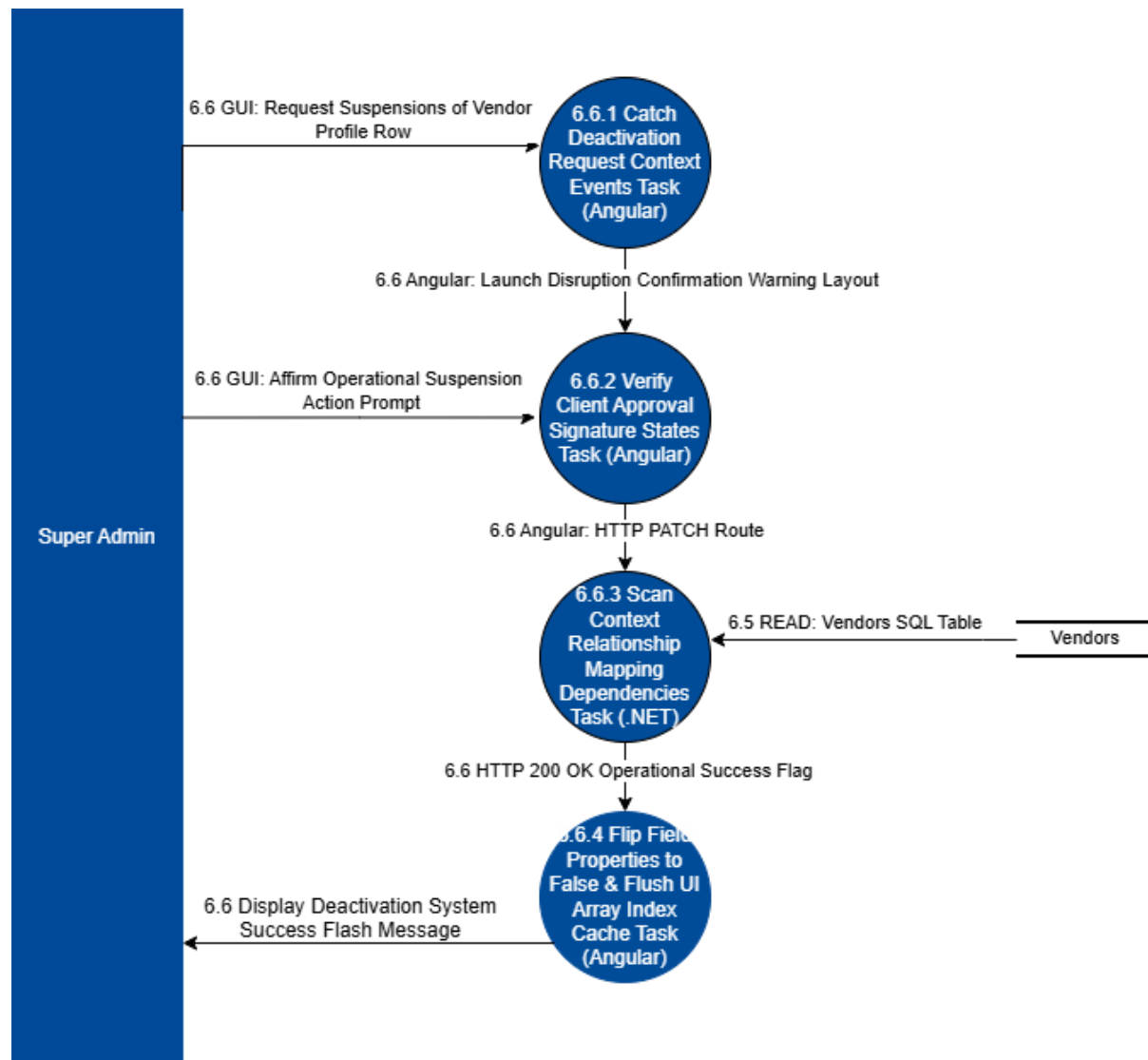


Figure 34: Deactivate Vendor - Technical Primitive Level Diagram

2.6.7 Create Vendor Type

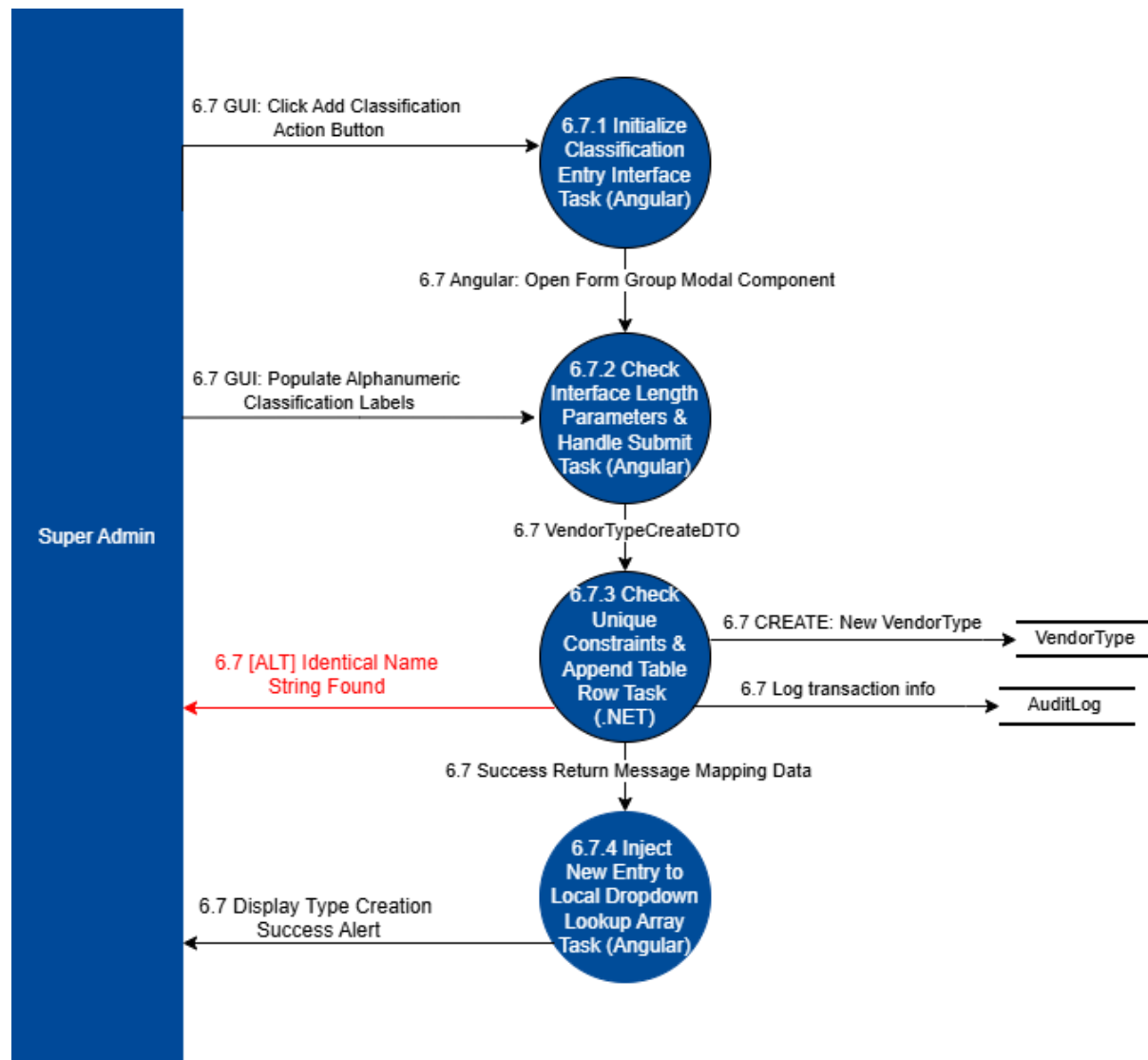


Figure 35: Create Vendor Type - Technical Primitive Level Diagram

2.6.8 Update Vendor Type

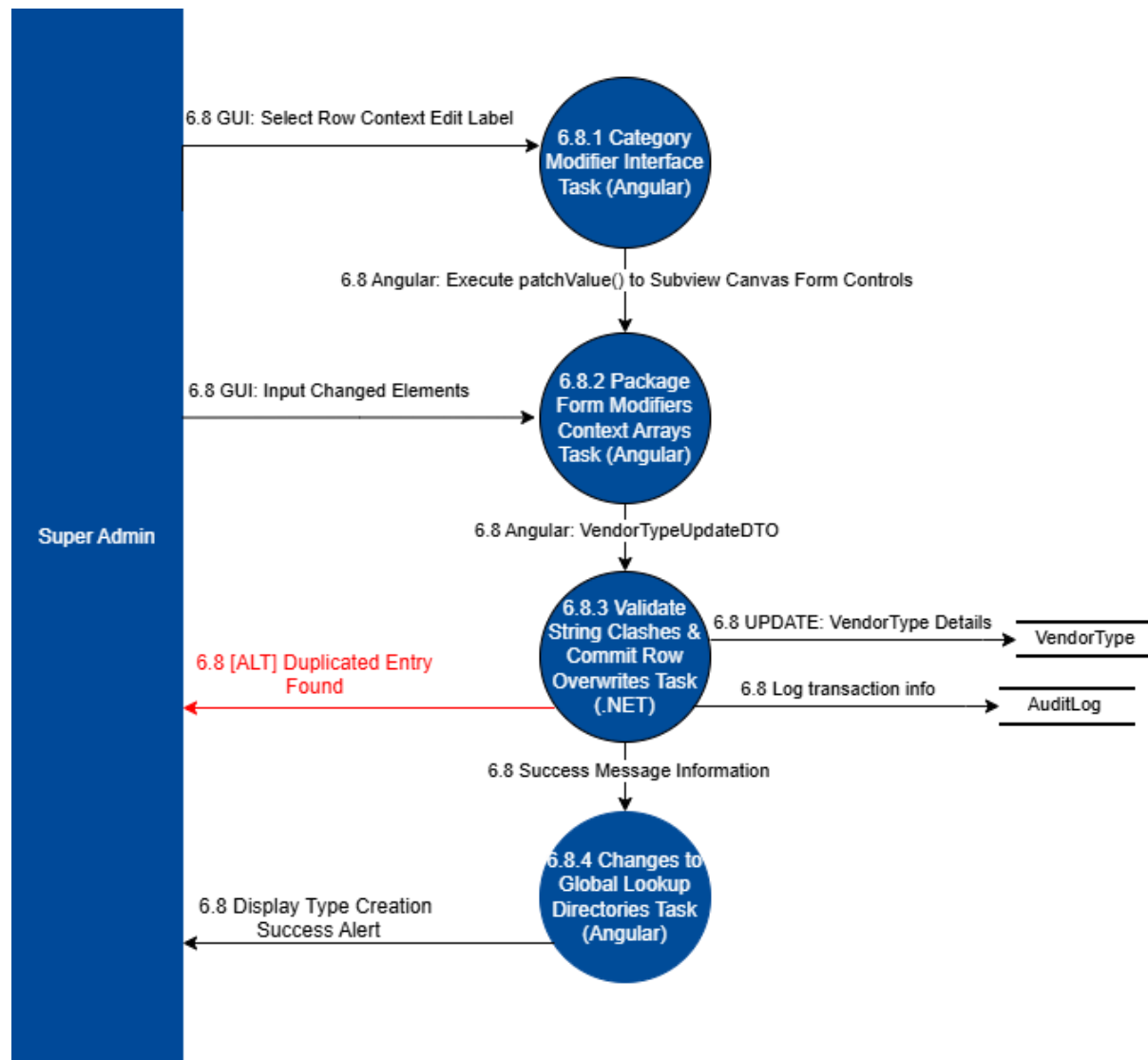


Figure 36: Update Vendor Types - Technical Primitive Level Diagram

2.6.9 View Vendor Types

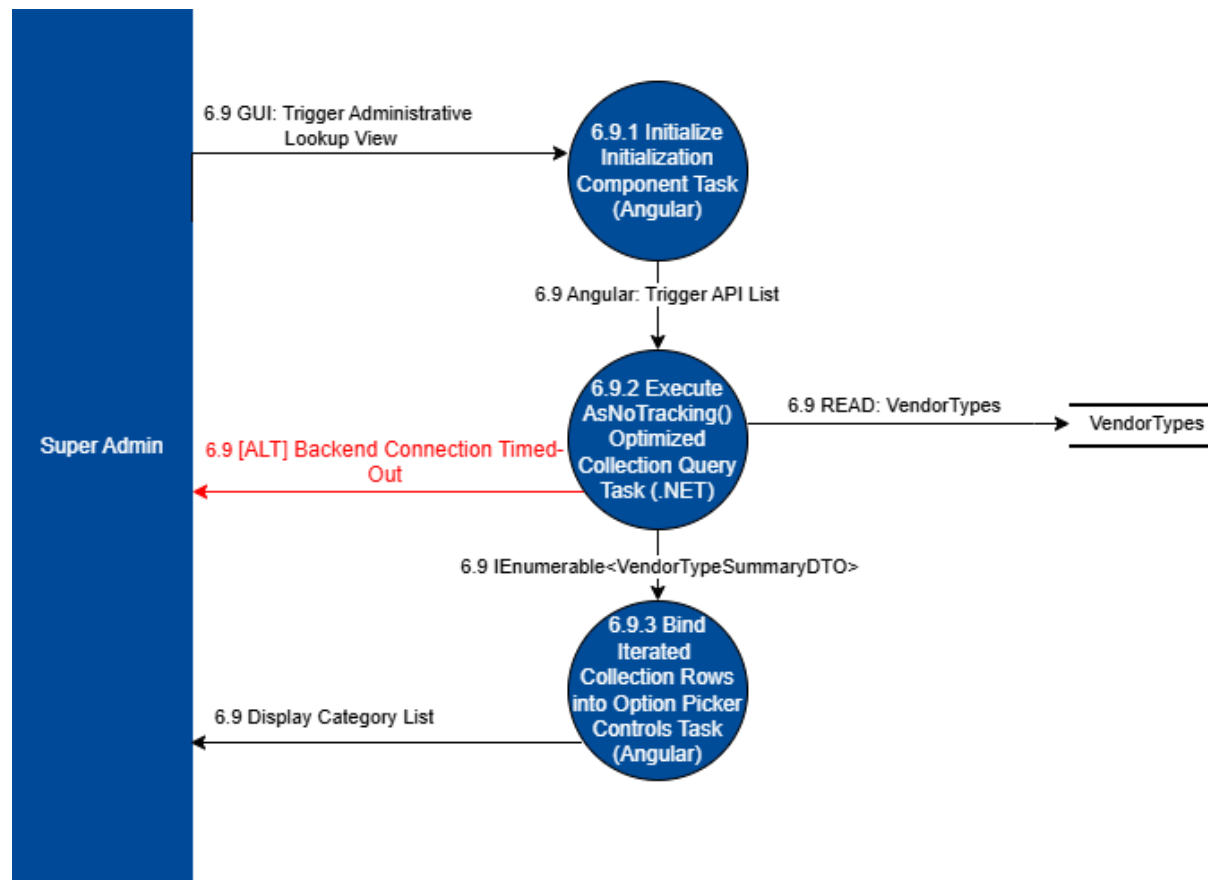


Figure 37: View Vendor Types - Technical Primitive Level Diagram

2.6.10 Reactivate Vendor Type

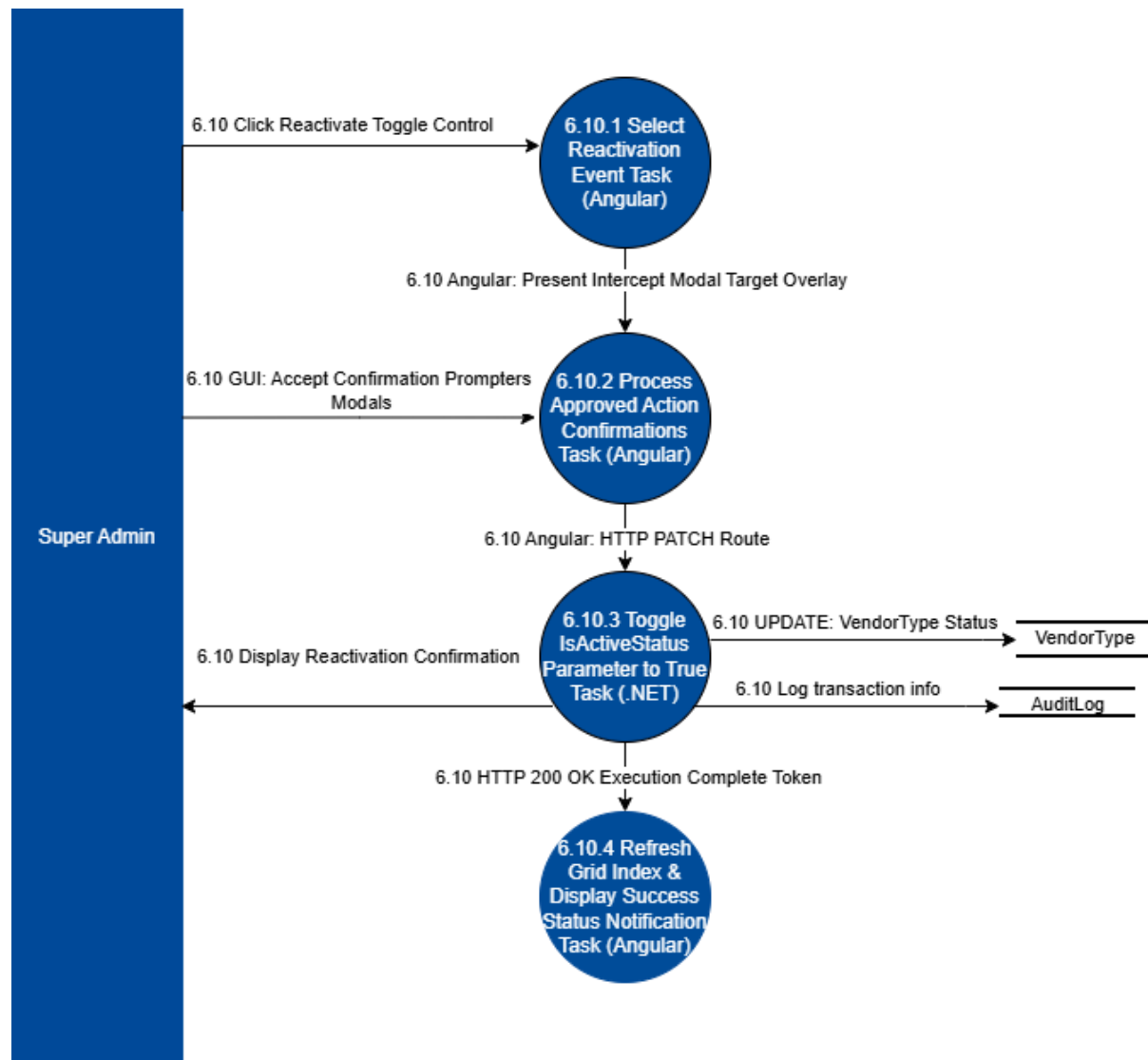


Figure 38: Reactivate Vendor Type - Technical Primitive Level Diagram

2.6.11 Deactivate Vendor Type

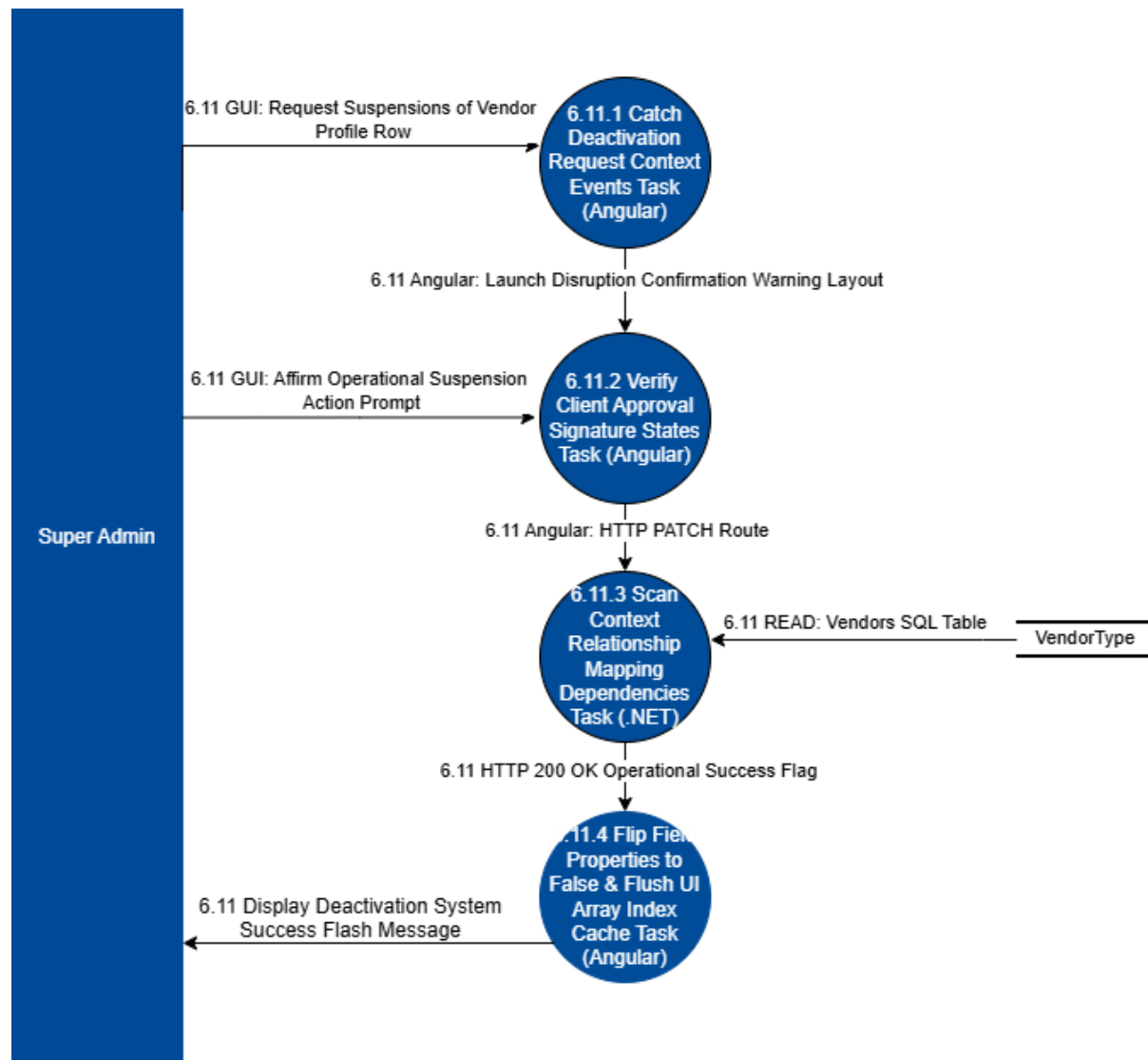


Figure 39 :Deactivate Vendor Type - Technical Primitive Level Diagram

2.7 Project Management Subsystem Technical Primitive Level Diagrams

2.7.1 Create Project

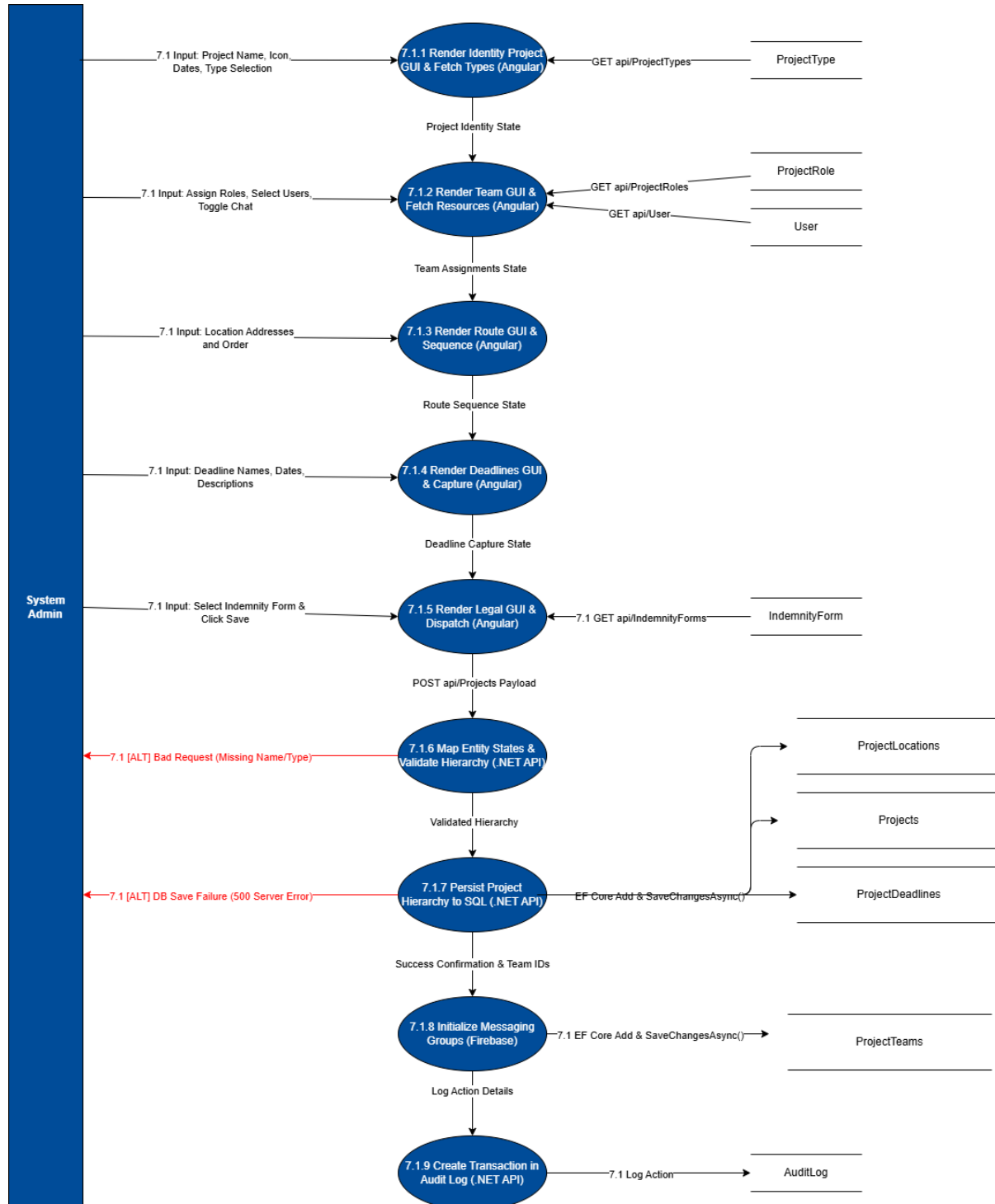


Figure 40: Create Project - Technical Primitive Level Diagram

2.7.2 View Project

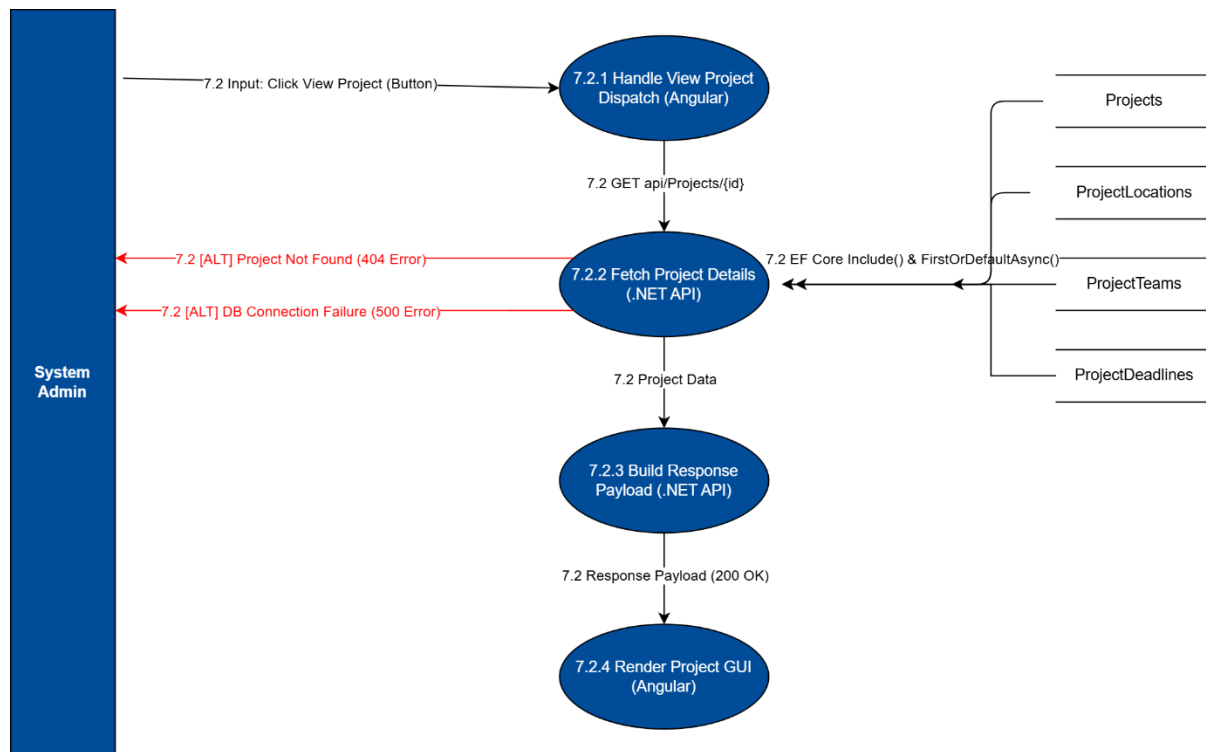


Figure 41: View Project - Technical Primitive Level Diagram

2.7.3 Update Project

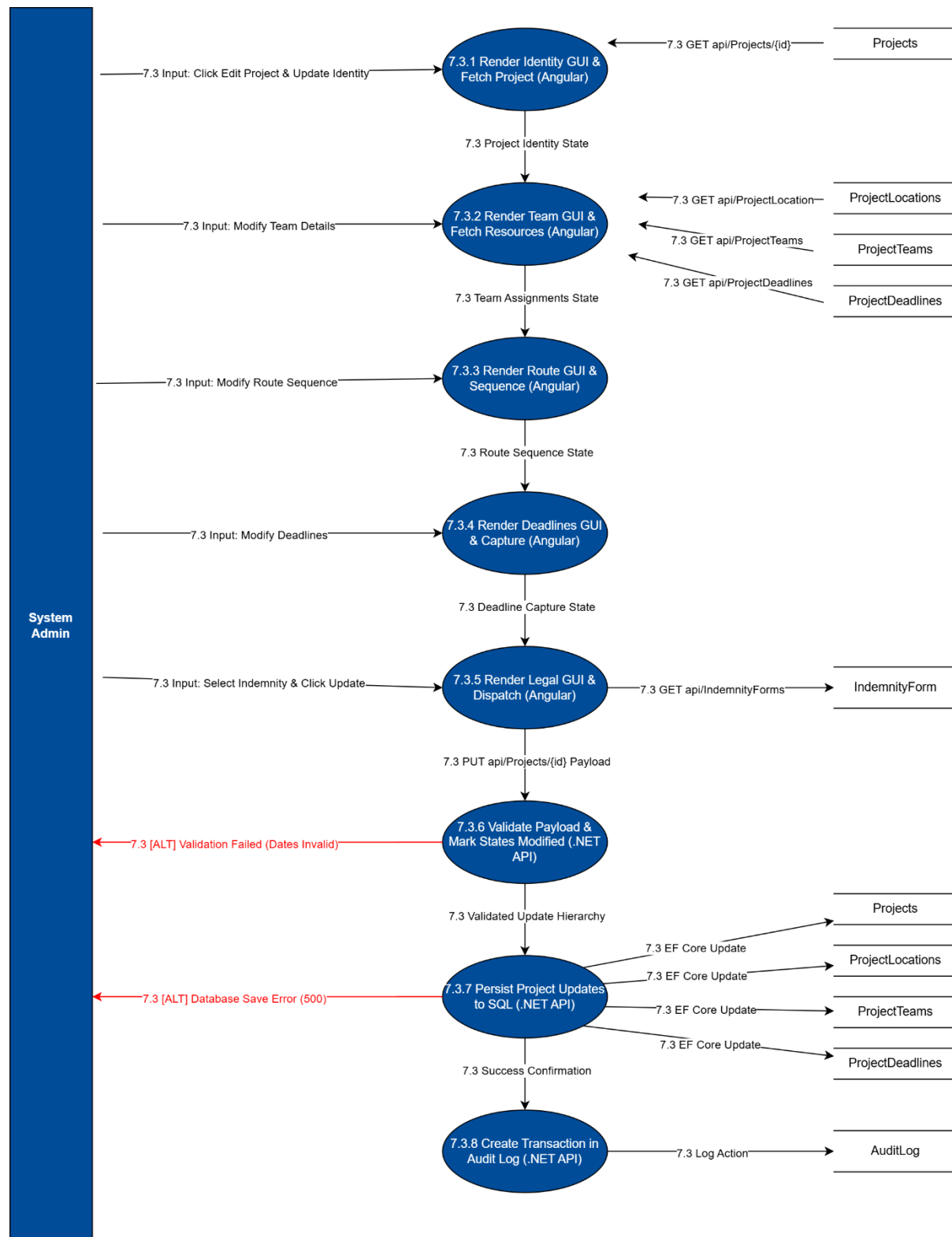


Figure 42: Update Project - Technical Primitive Level Diagram

2.7.4 Deactivate Project

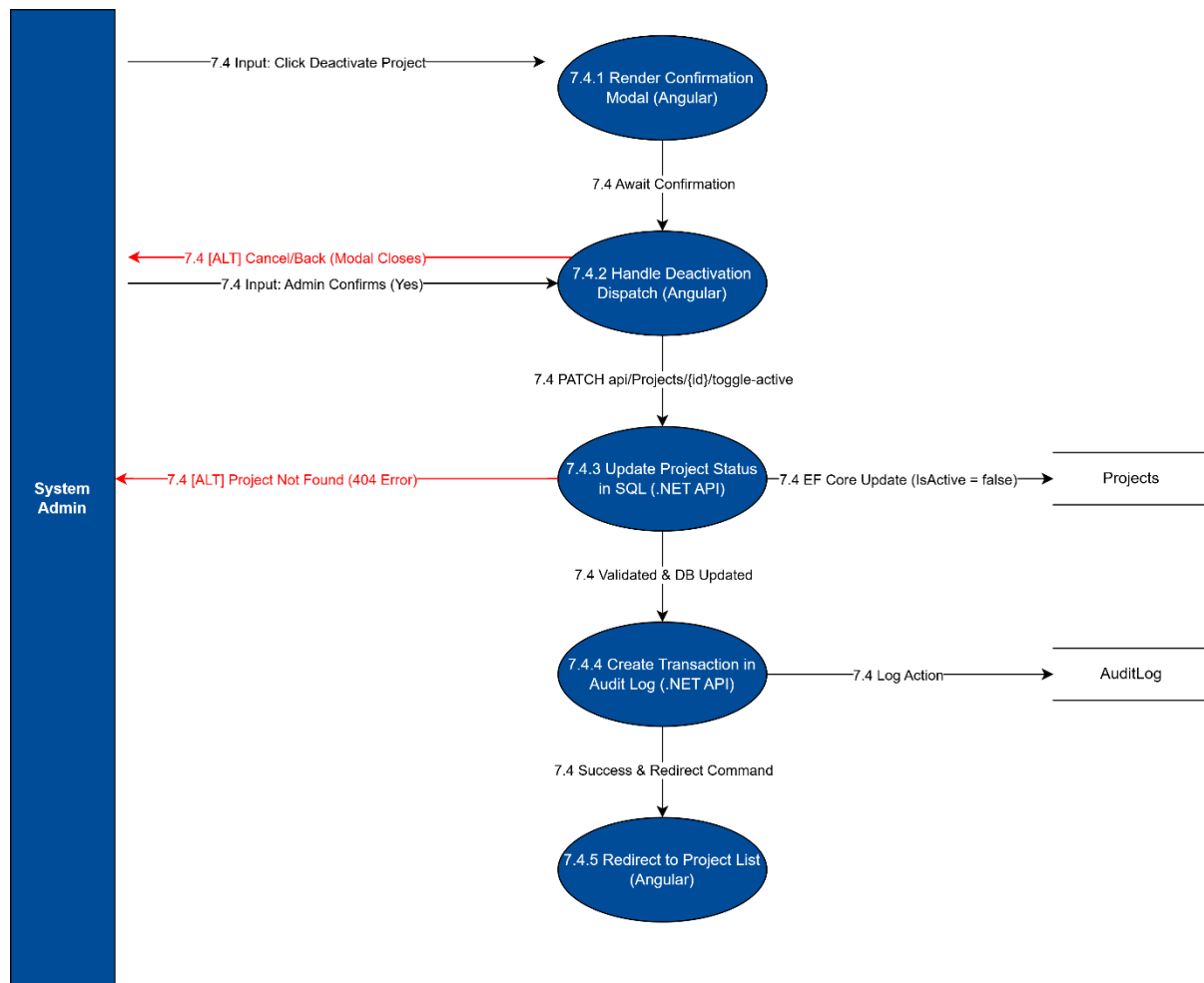


Figure 43: Deactivate Project - Technical Primitive Level Diagram

2.7.5 Create Project Type

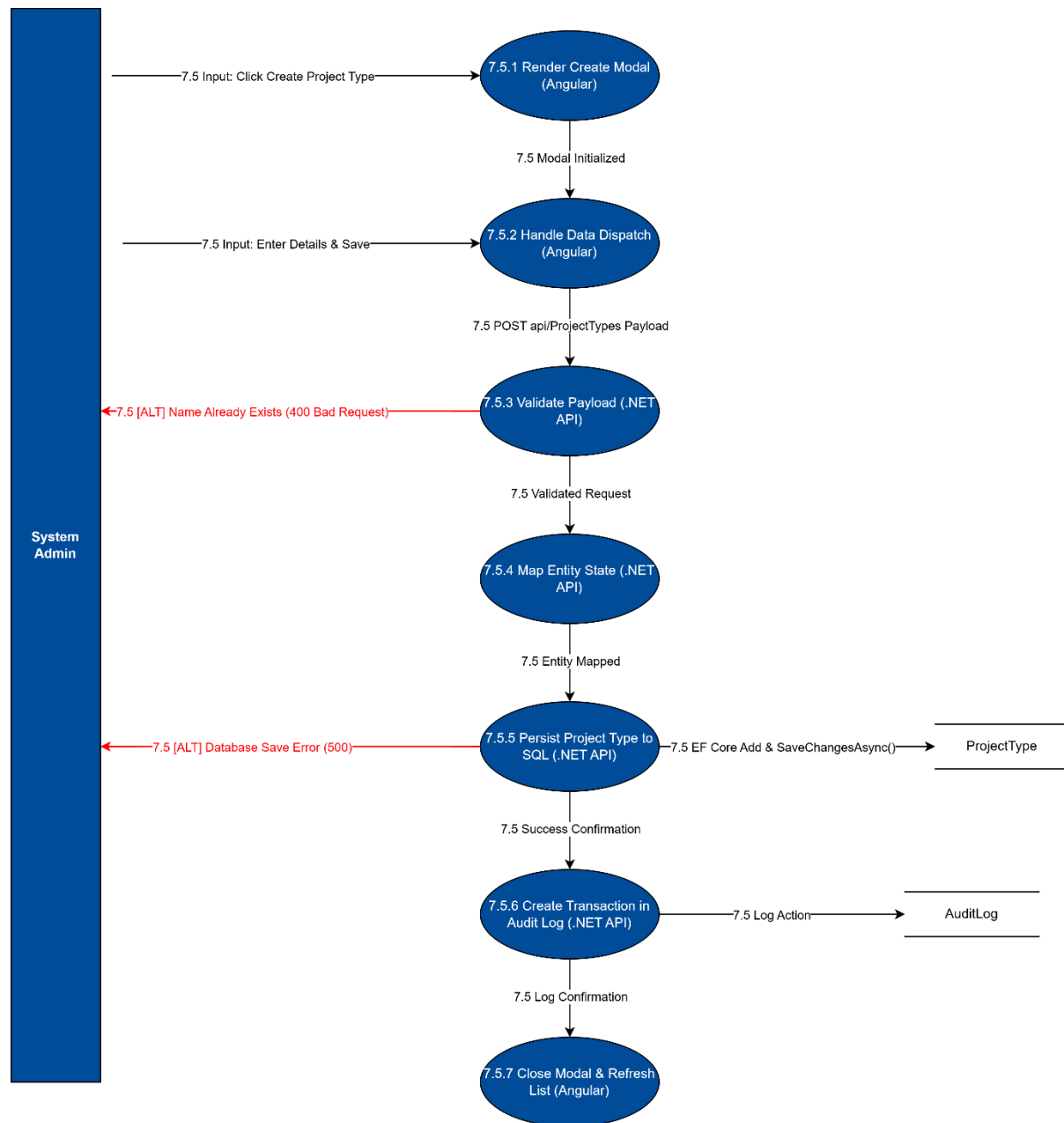


Figure 44: Create Project Type - Technical Primitive Level Diagram

2.7.6 View Project Type

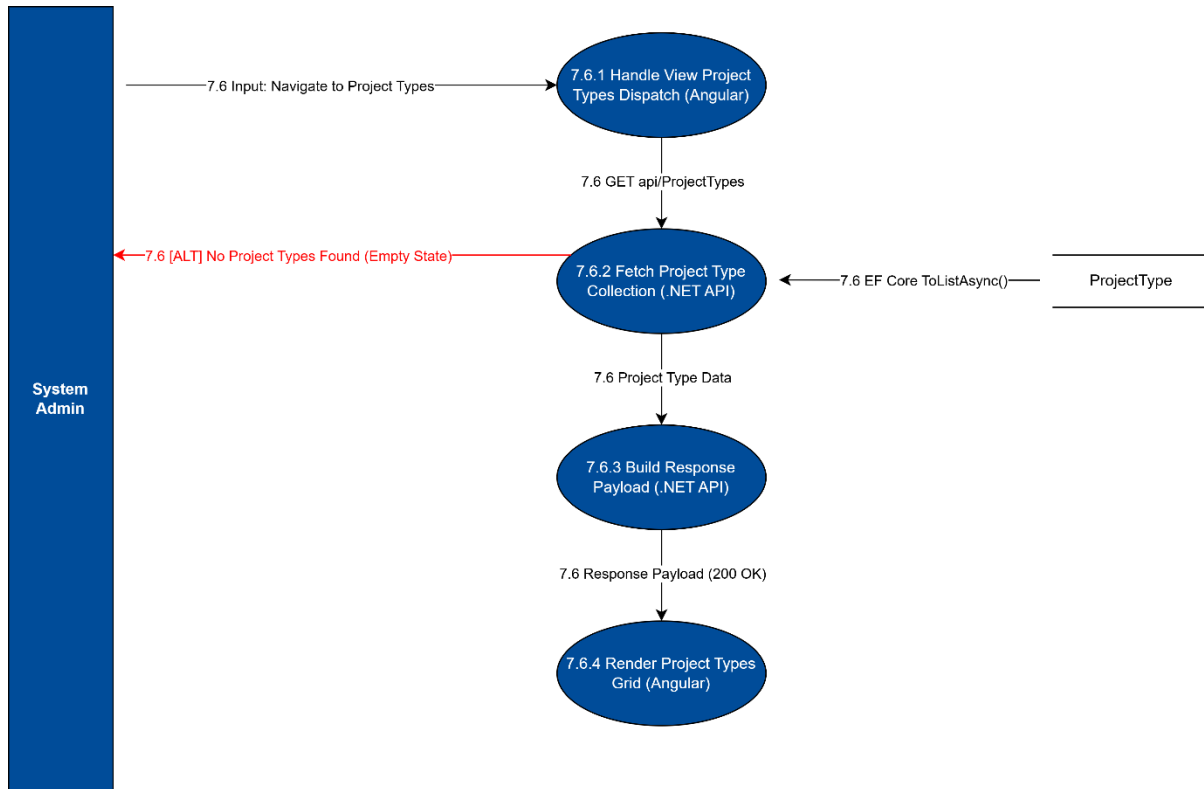


Figure 45: View Project Type - Technical Primitive Level Diagram

2.7.7 Update Project Type

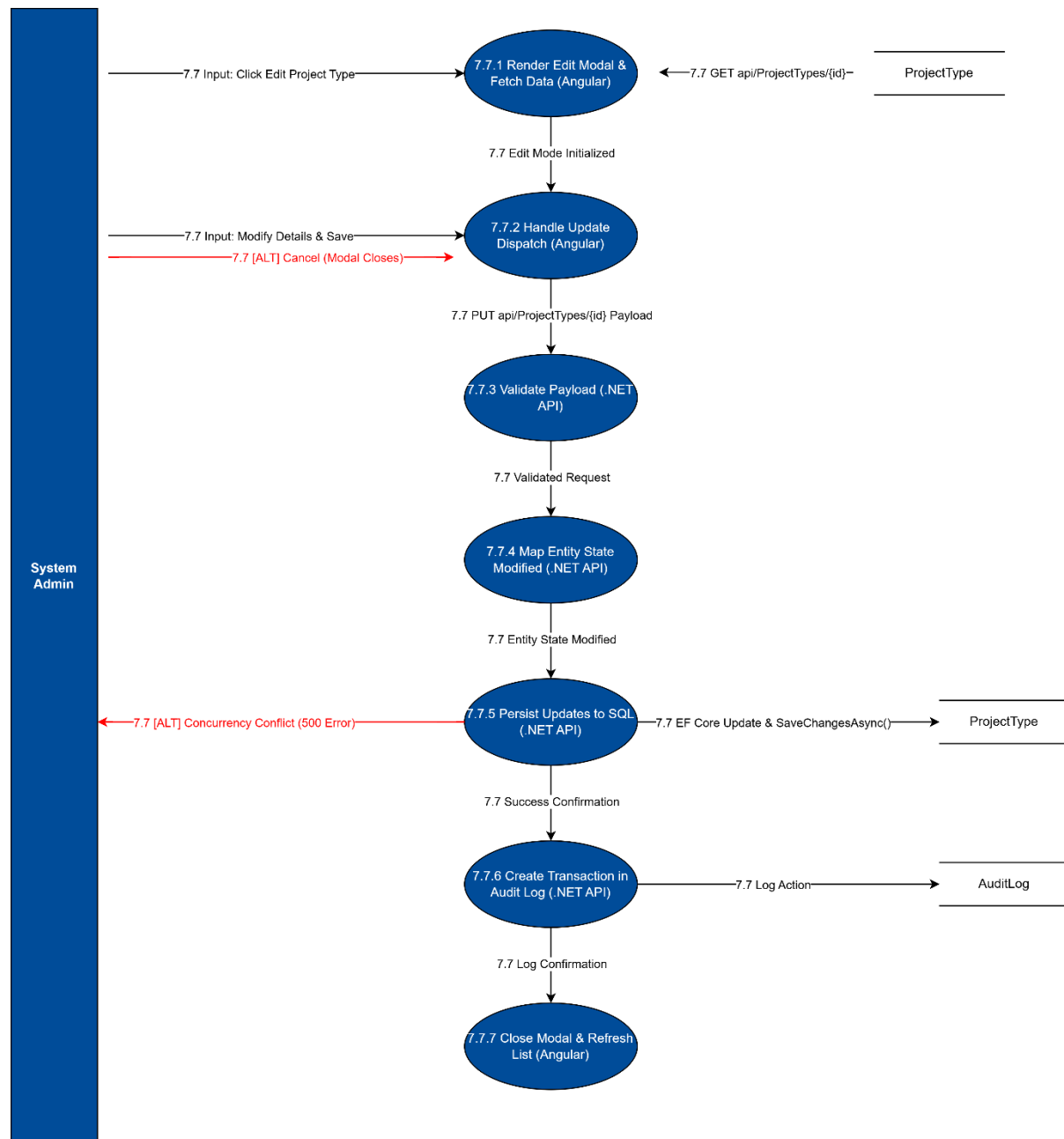


Figure 46: Update Project Type - Technical Primitive Level Diagram

2.7.8 Deactivate Project Type

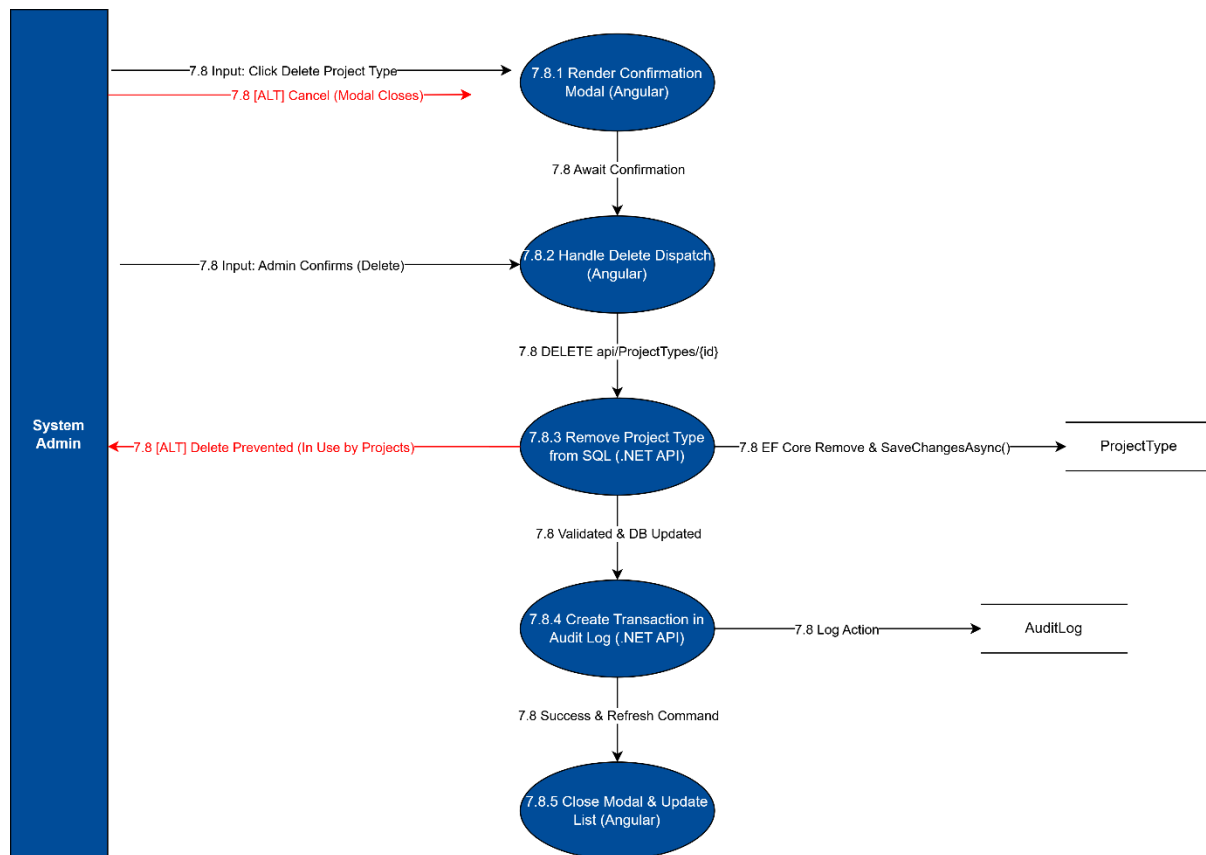


Figure 47: Deactivate Project Type - Technical Primitive Level Diagram

2.7.9 Add Indemnity Form

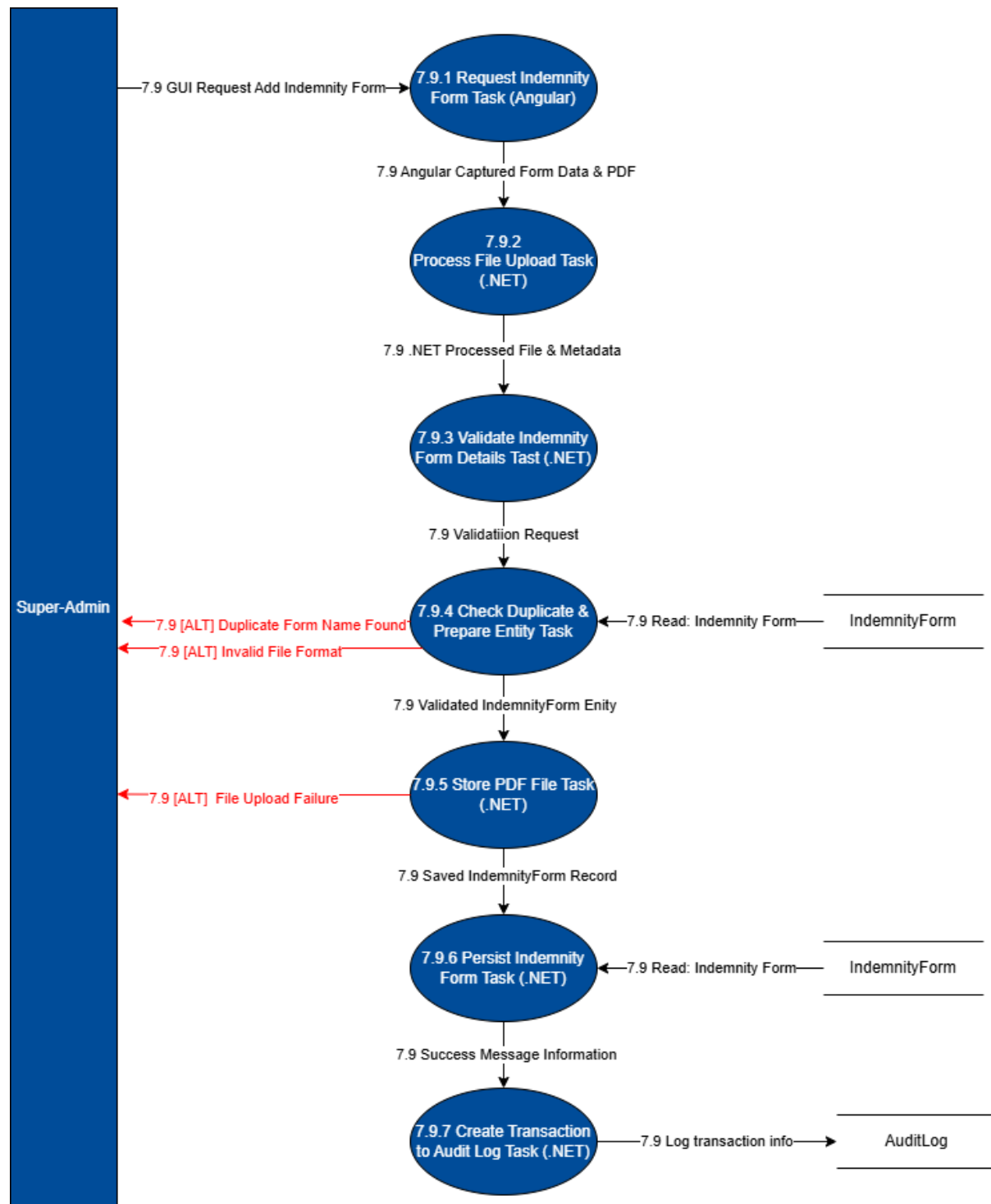


Figure 48: Add Indemnity Form - Technical Primitive Level Diagram

2.7.10 Update Indemnity Form

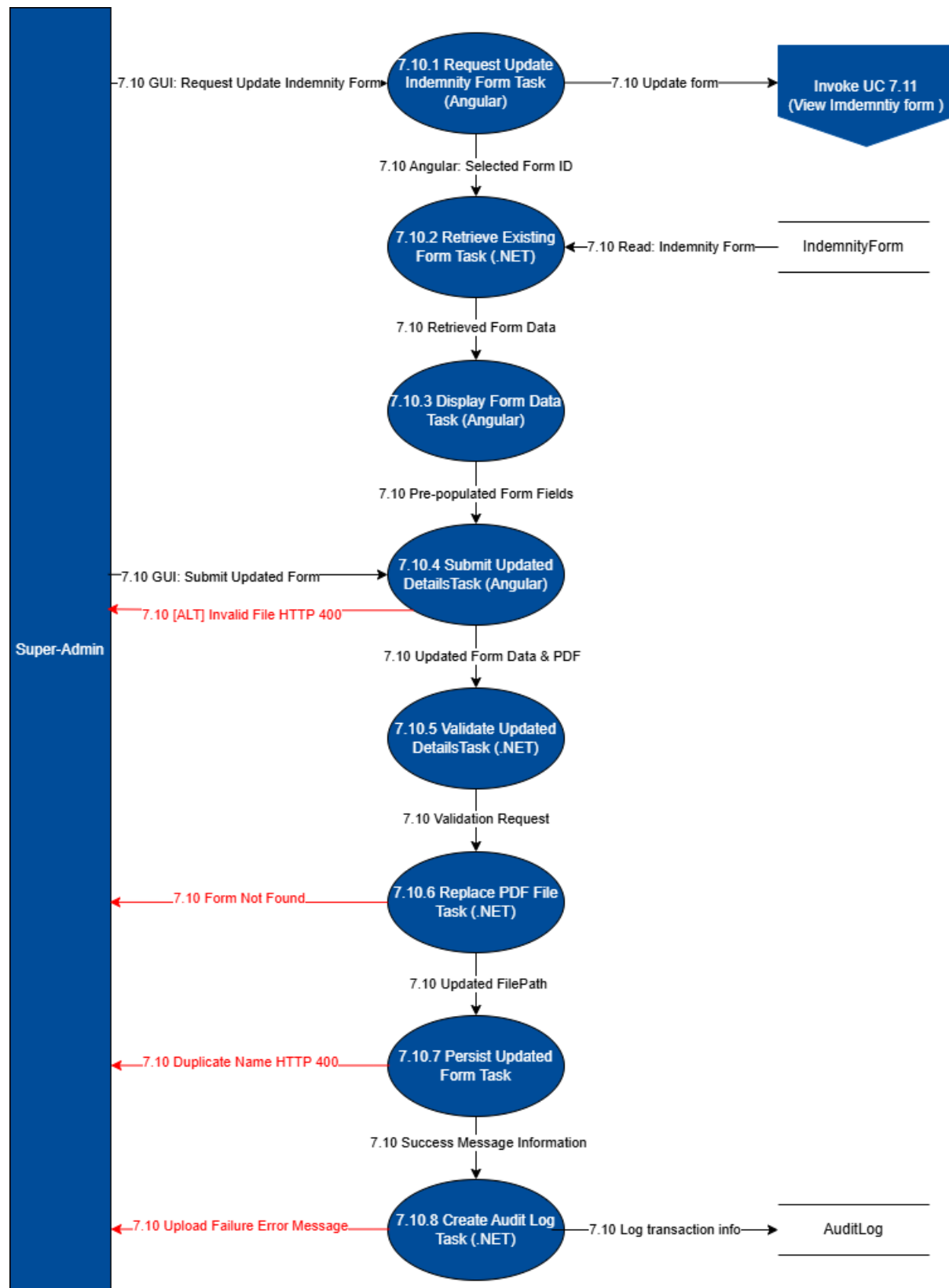


Figure 49: Update Indemnity Form - Technical Primitive Level Diagram

2.7.11 View Indemnity Form

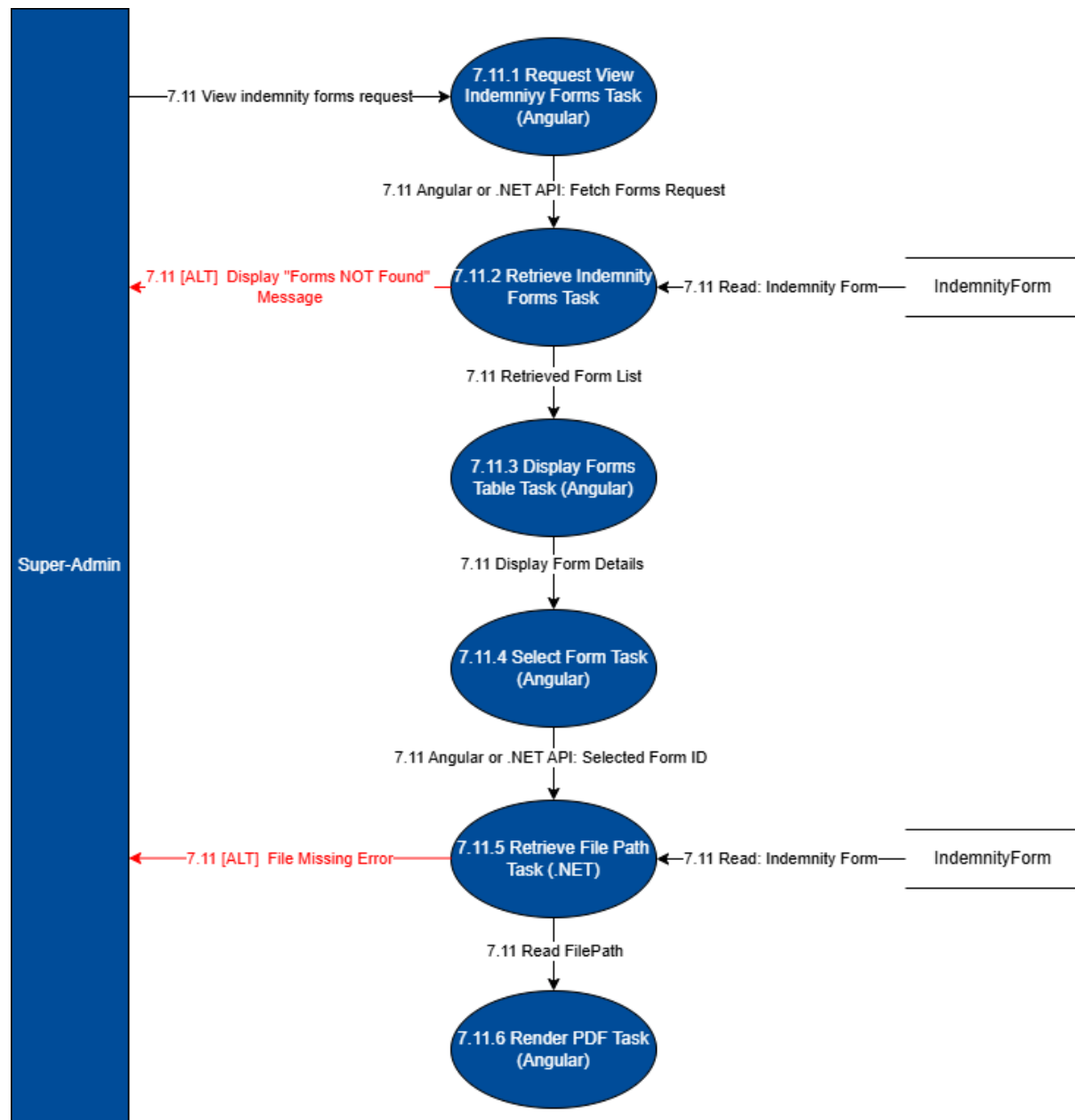


Figure 50: View Indemnity Form - Technical Primitive Level Diagram

2.7.12 Remove Indemnity Form

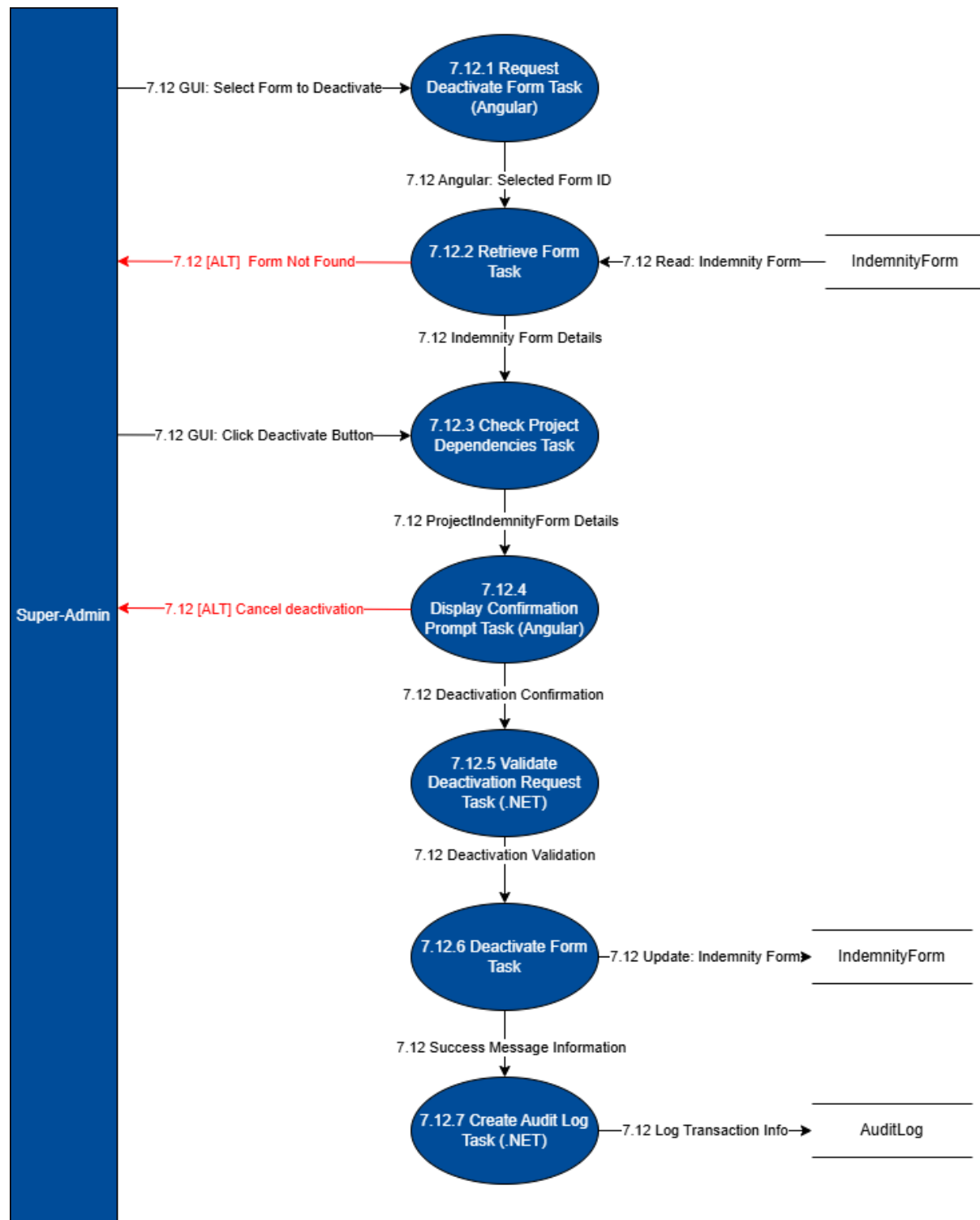


Figure 51: Remove Indemnity Form - Technical Primitive Level Diagram

2.7.13 Capture Indemnity Form –

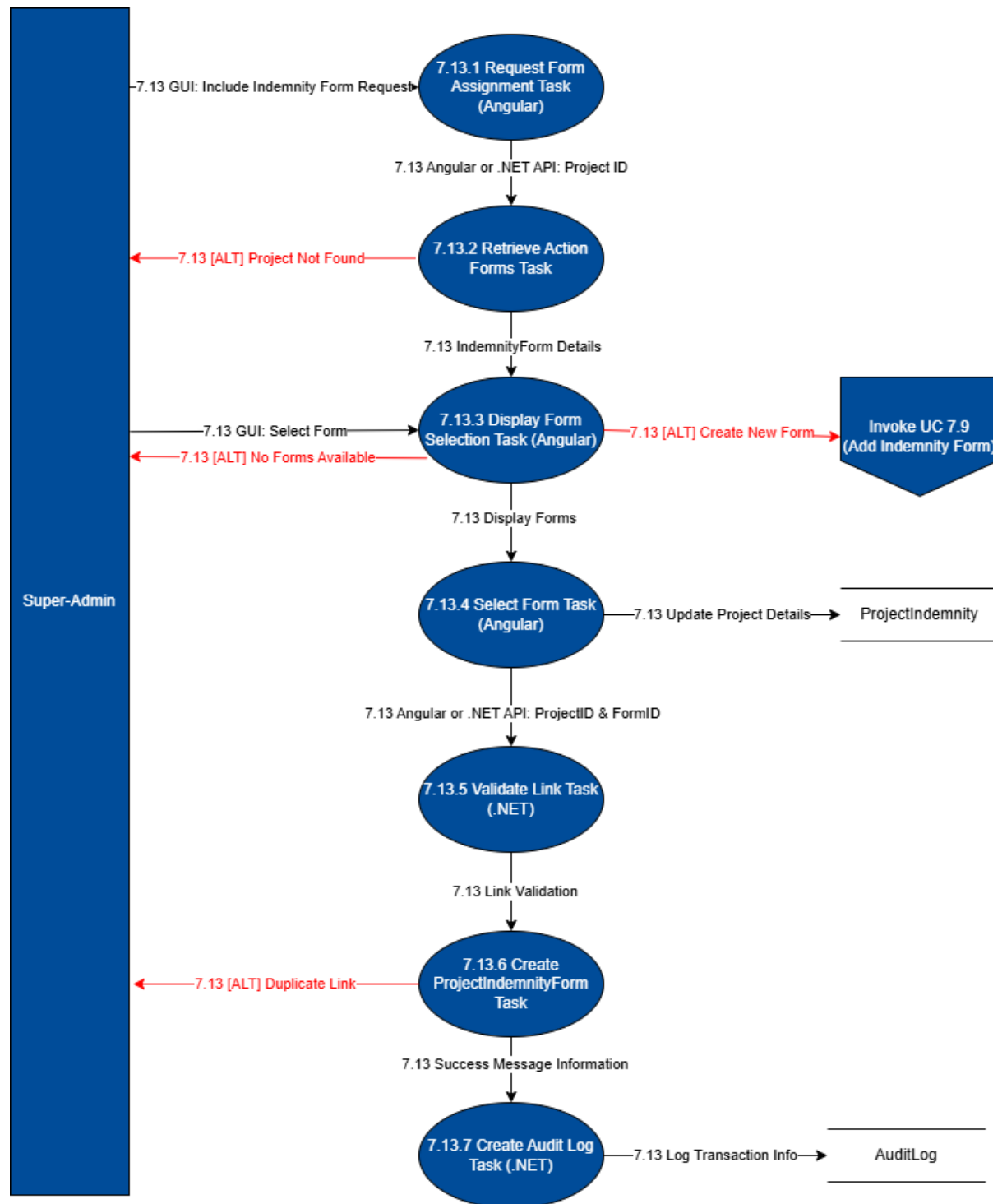


Figure 52: Remove Indemnity Form - Technical Primitive Level Diagram

2.7.14 Capture Project Feedback –

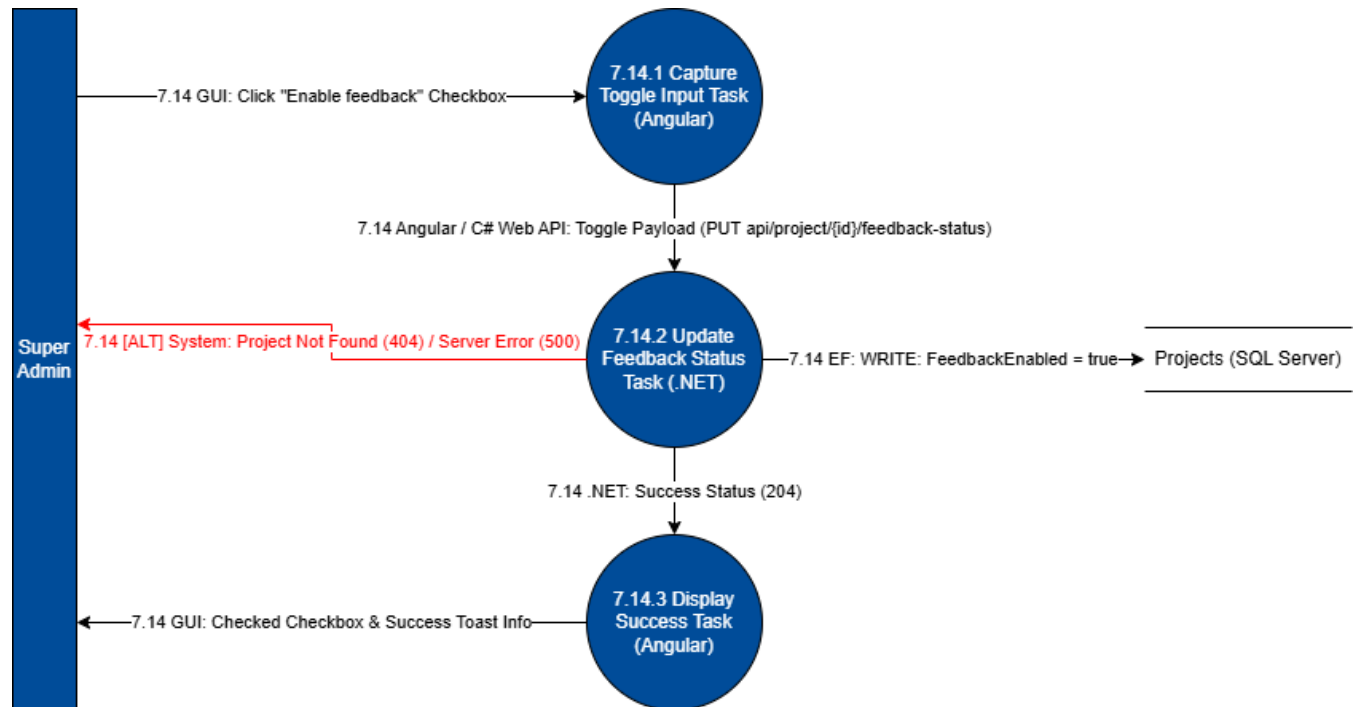


Figure 53: Capture Project Feedback - Technical Primitive Level Diagram

2.7.15 View Project Feedback –

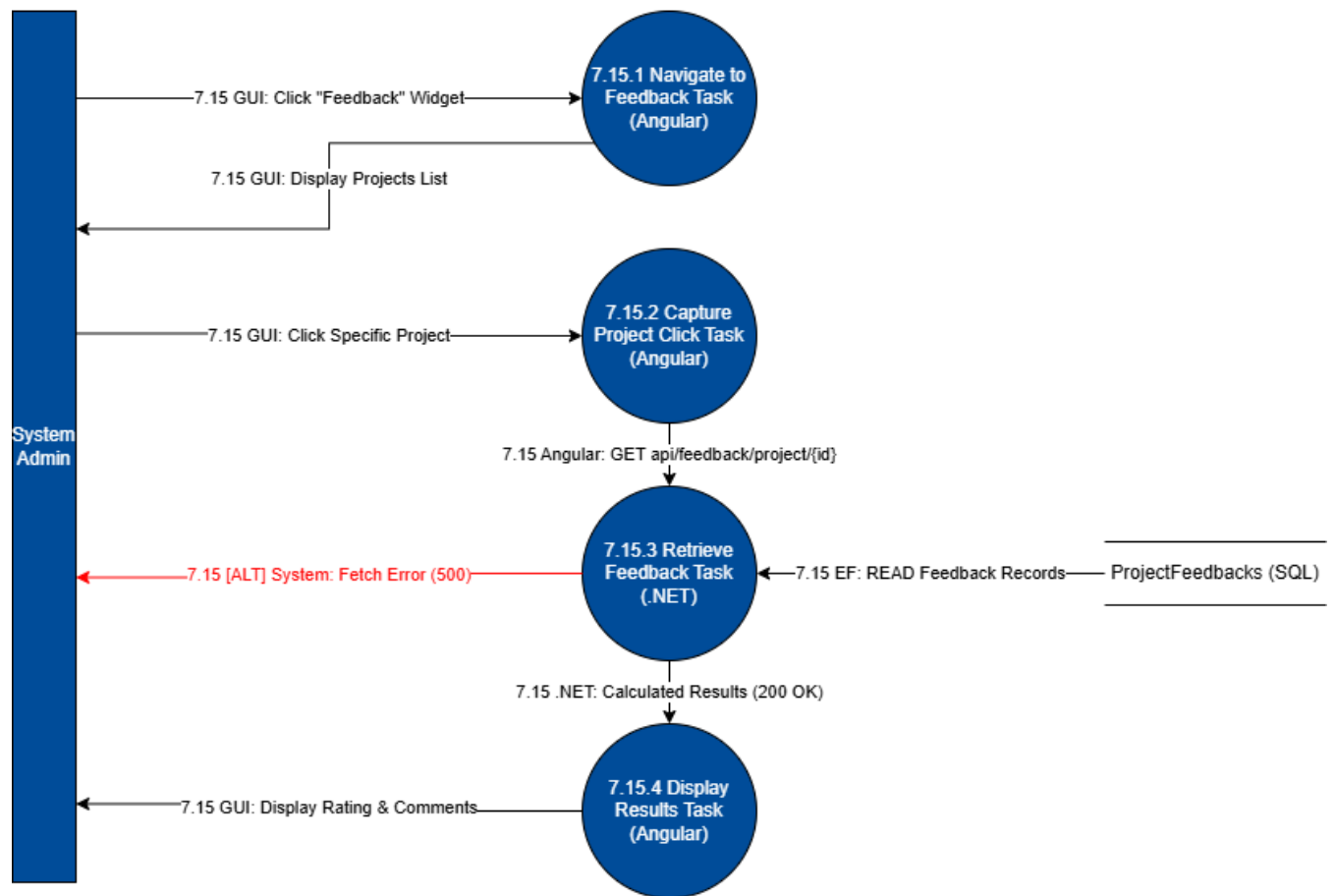


Figure 54: View Project Feedback - Technical Primitive Level Diagram

2.7.16 Create Impact Feedback Form

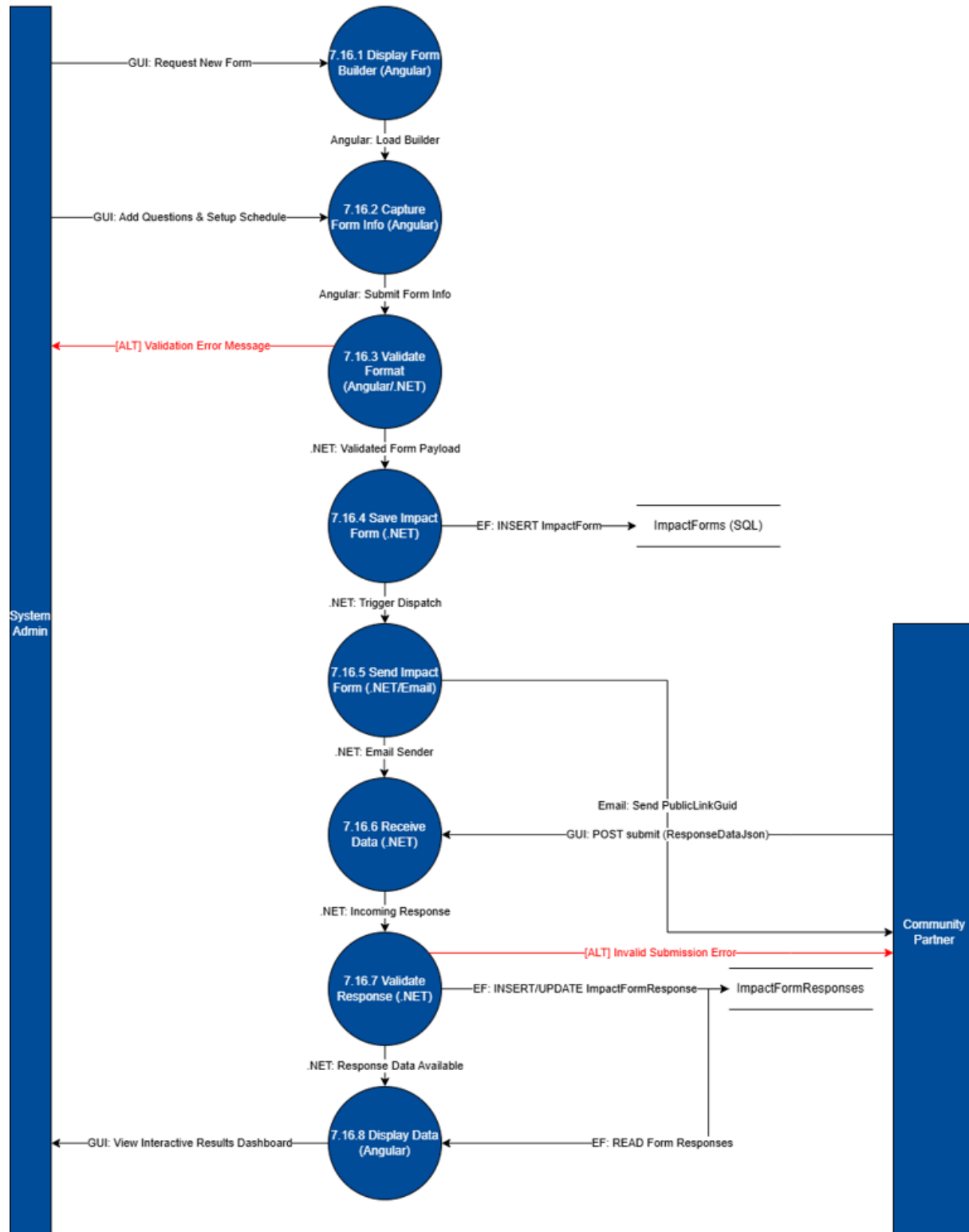


Figure 55: Create Impact Feedback Form - Technical Primitive Level Diagram

2.7.17 View Impact Feedback Forms

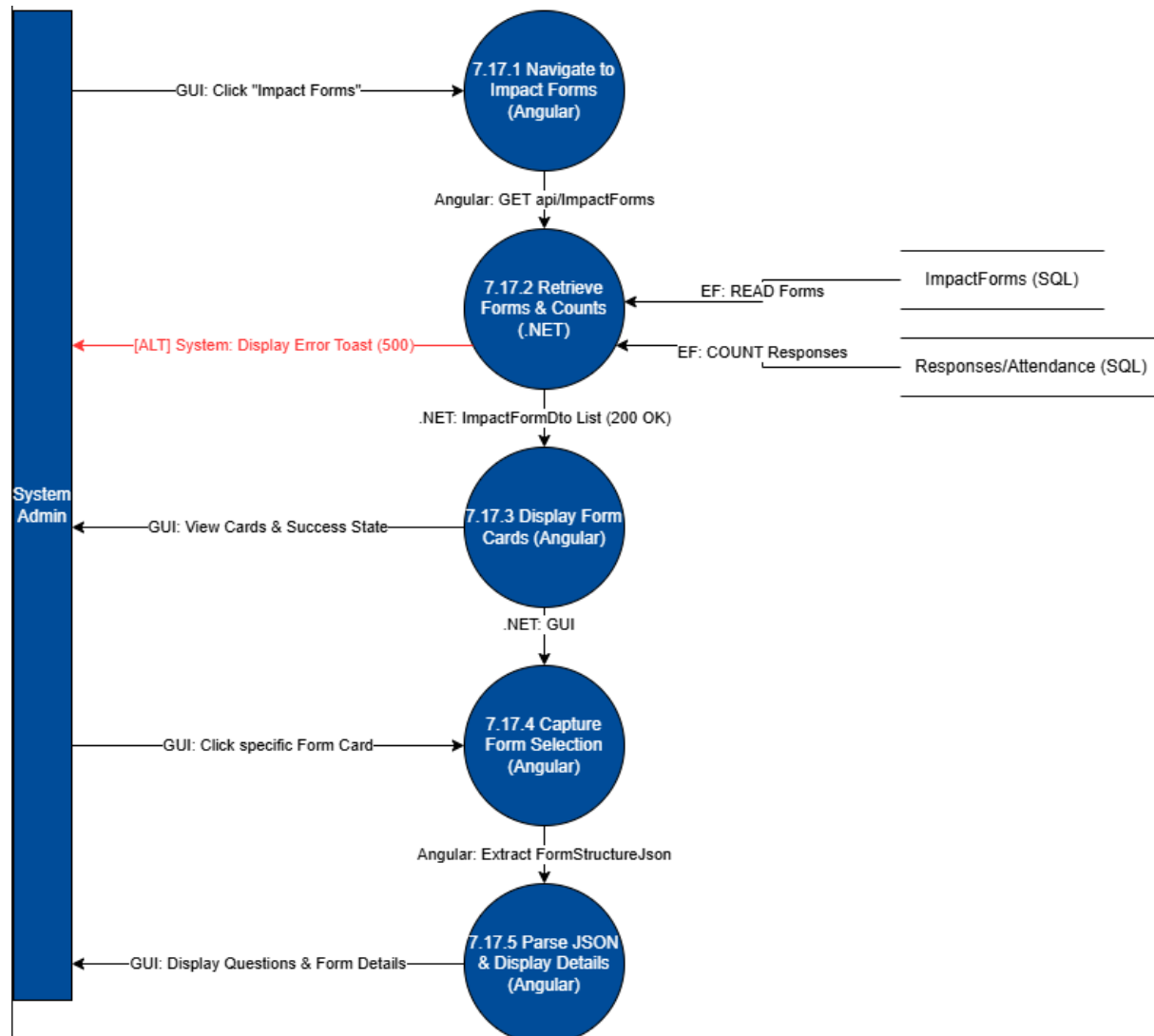


Figure 56: View Impact Feedback Forms - Technical Primitive Level Diagram

2.7.18 Update Impact Feedback Forms

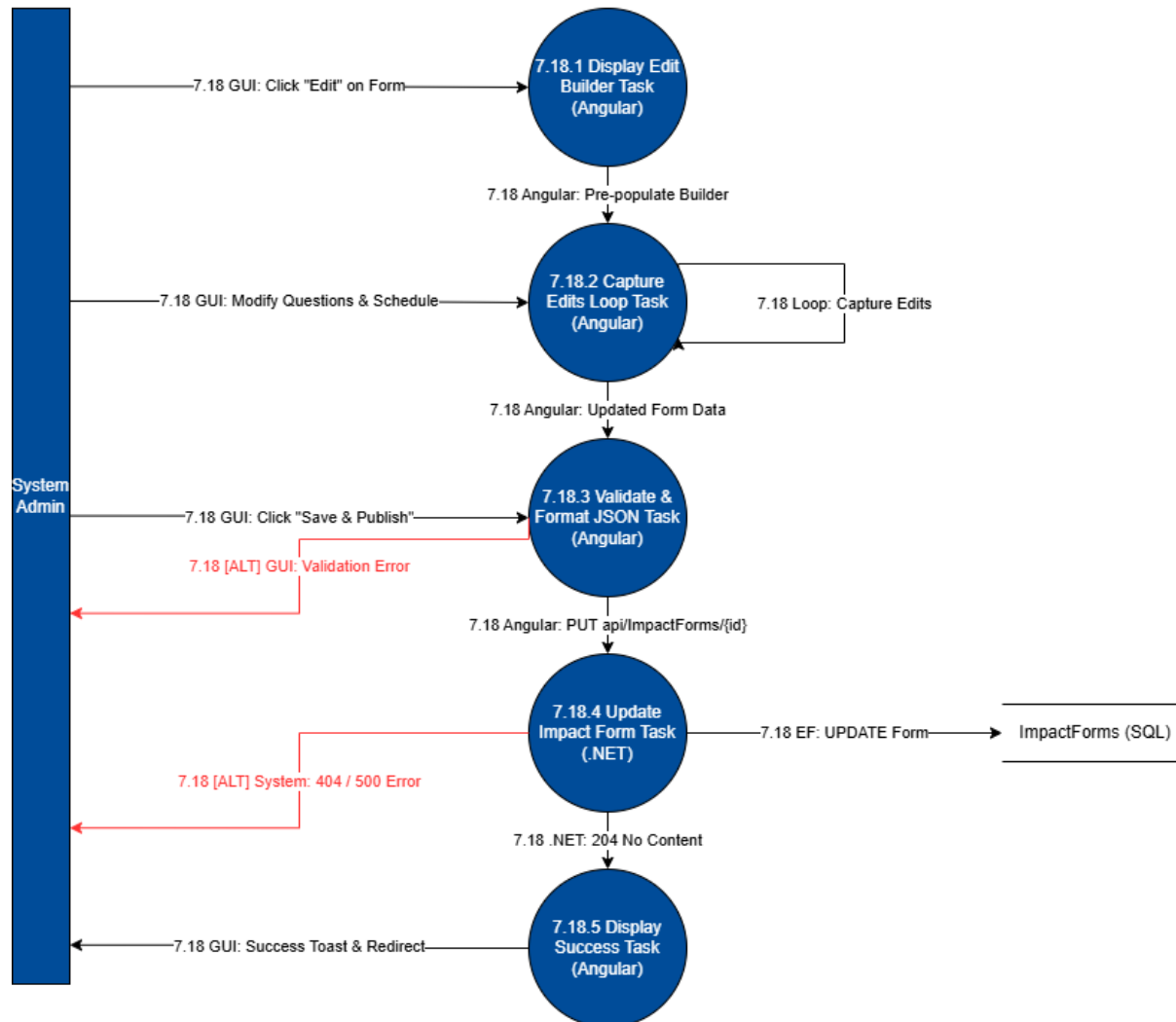


Figure 57: Update Impact Feedback Form - Technical Primitive Level Diagram

2.7.19 Deactivate Impact Feedback Forms

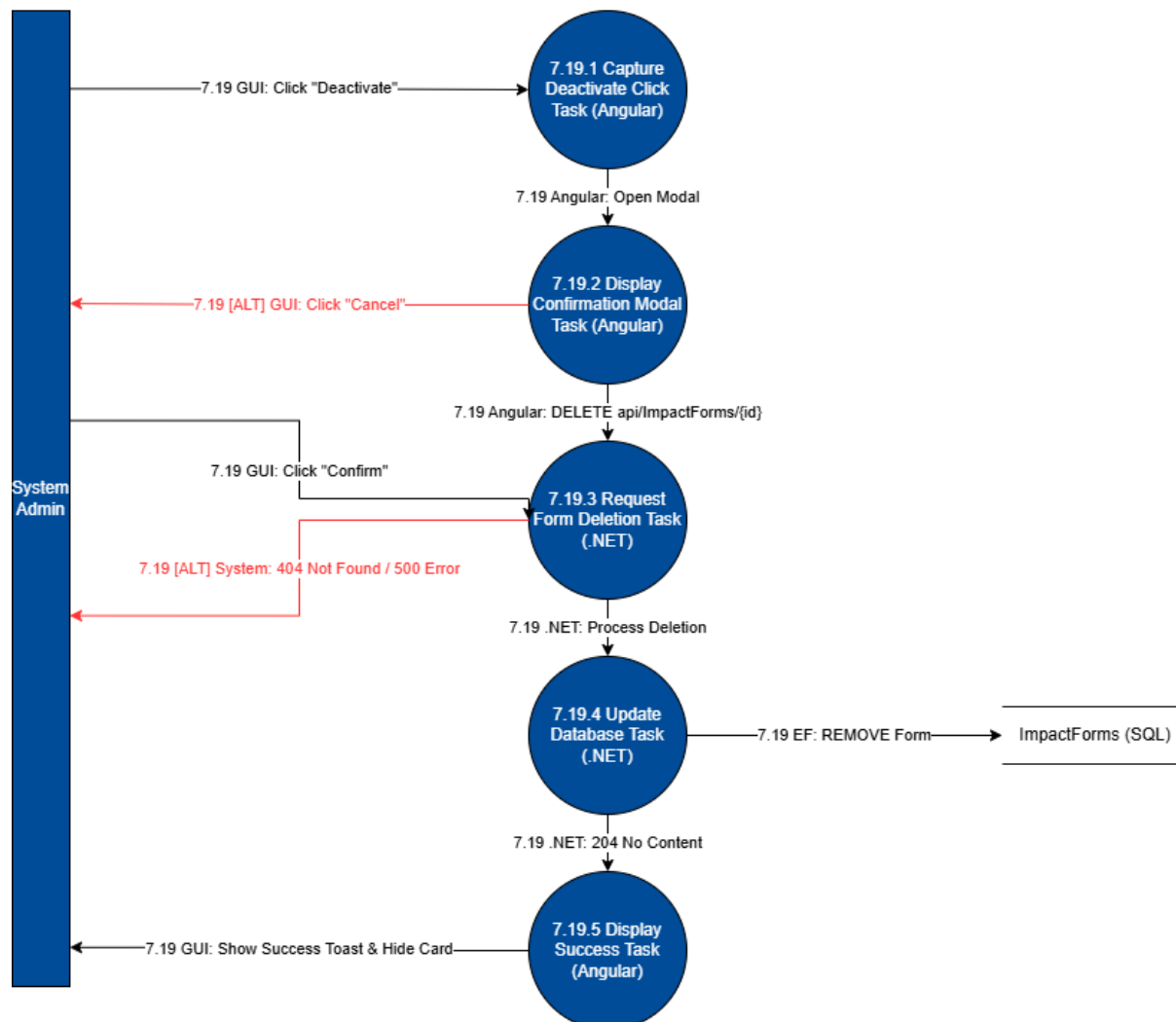


Figure 58: Deactivate Impact Feedback Form - Technical Primitive Level Diagram

2.7.20 Capture Impact Feedback

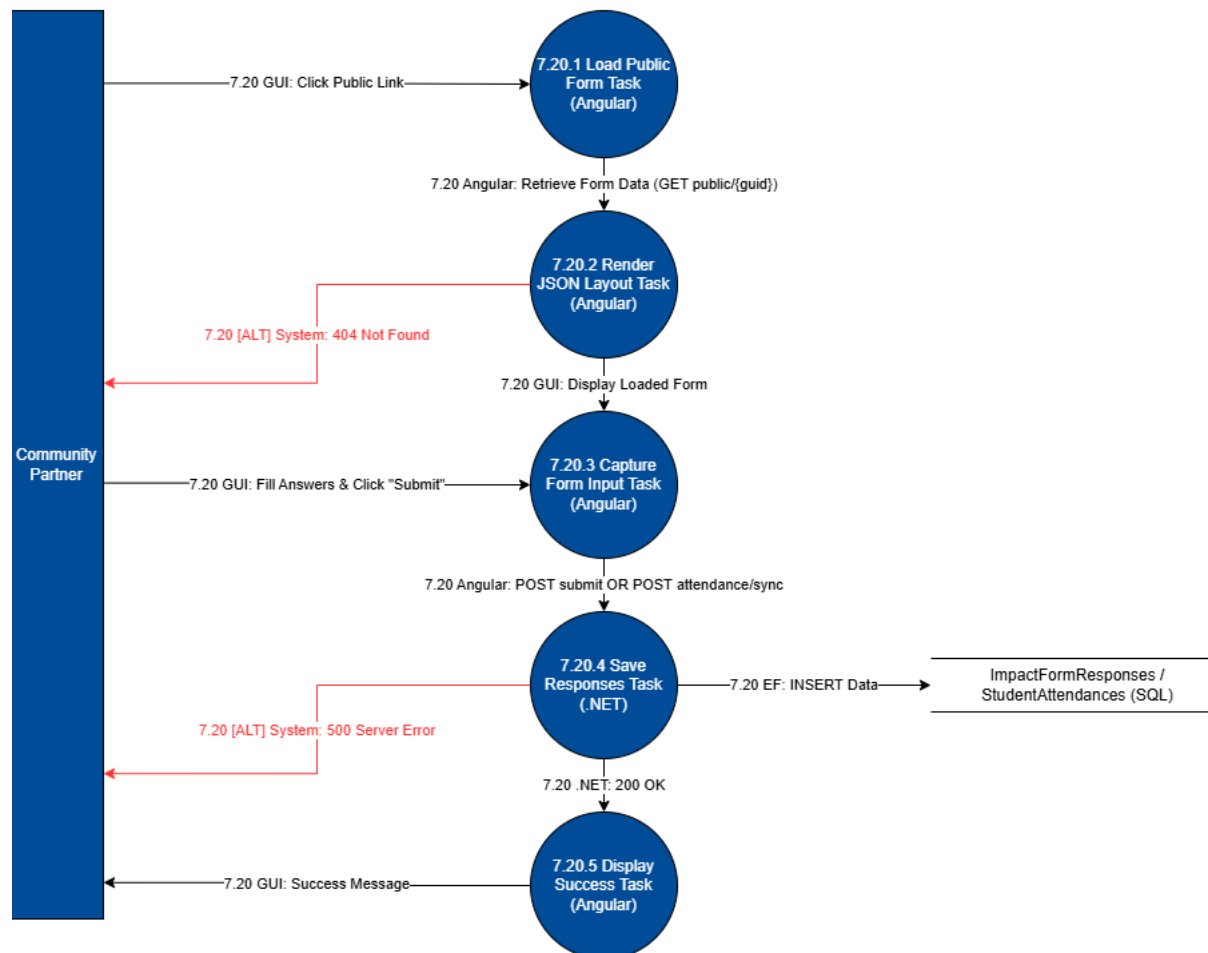


Figure 59: Capture Impact Feedback- Technical Primitive Level Diagram

2.7.21 View Impact Feedback

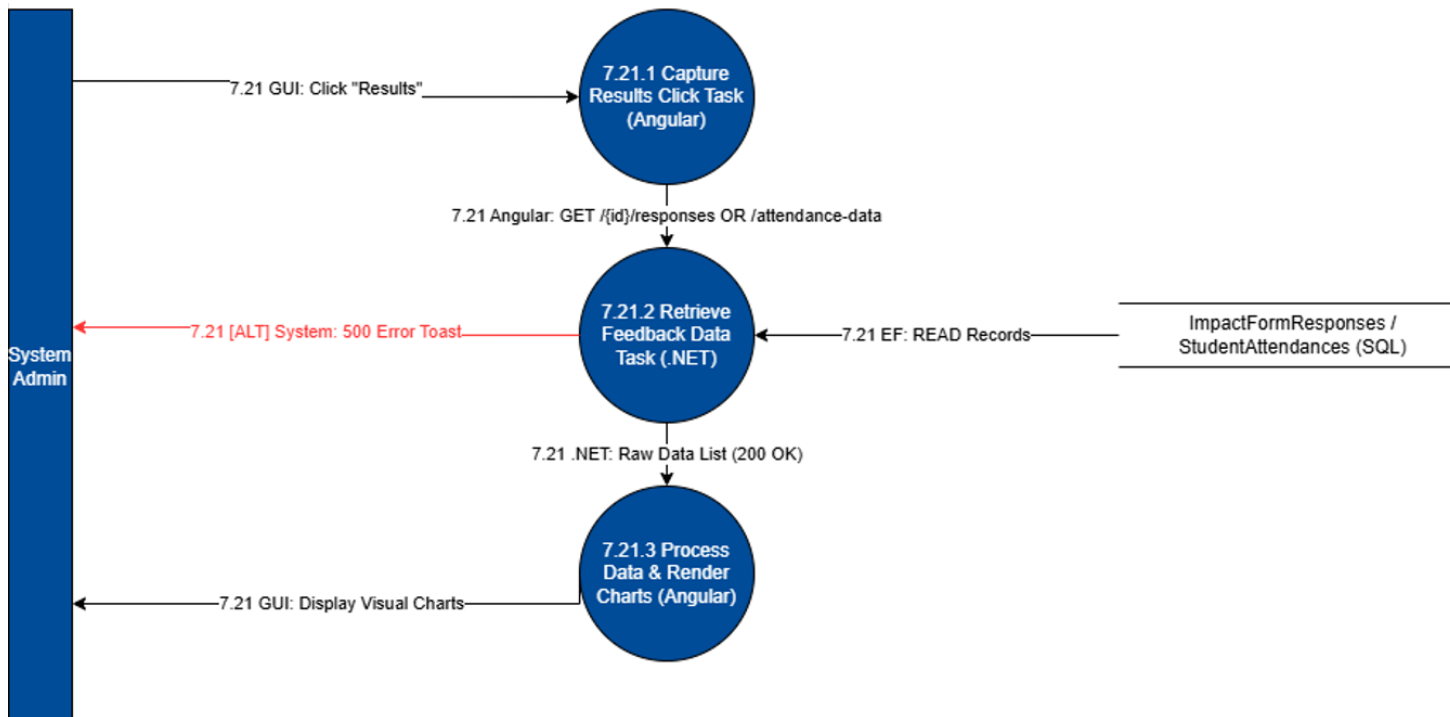


Figure 60: View Impact Feedback - Technical Primitive Level Diagram

2.7.22 Add Photo

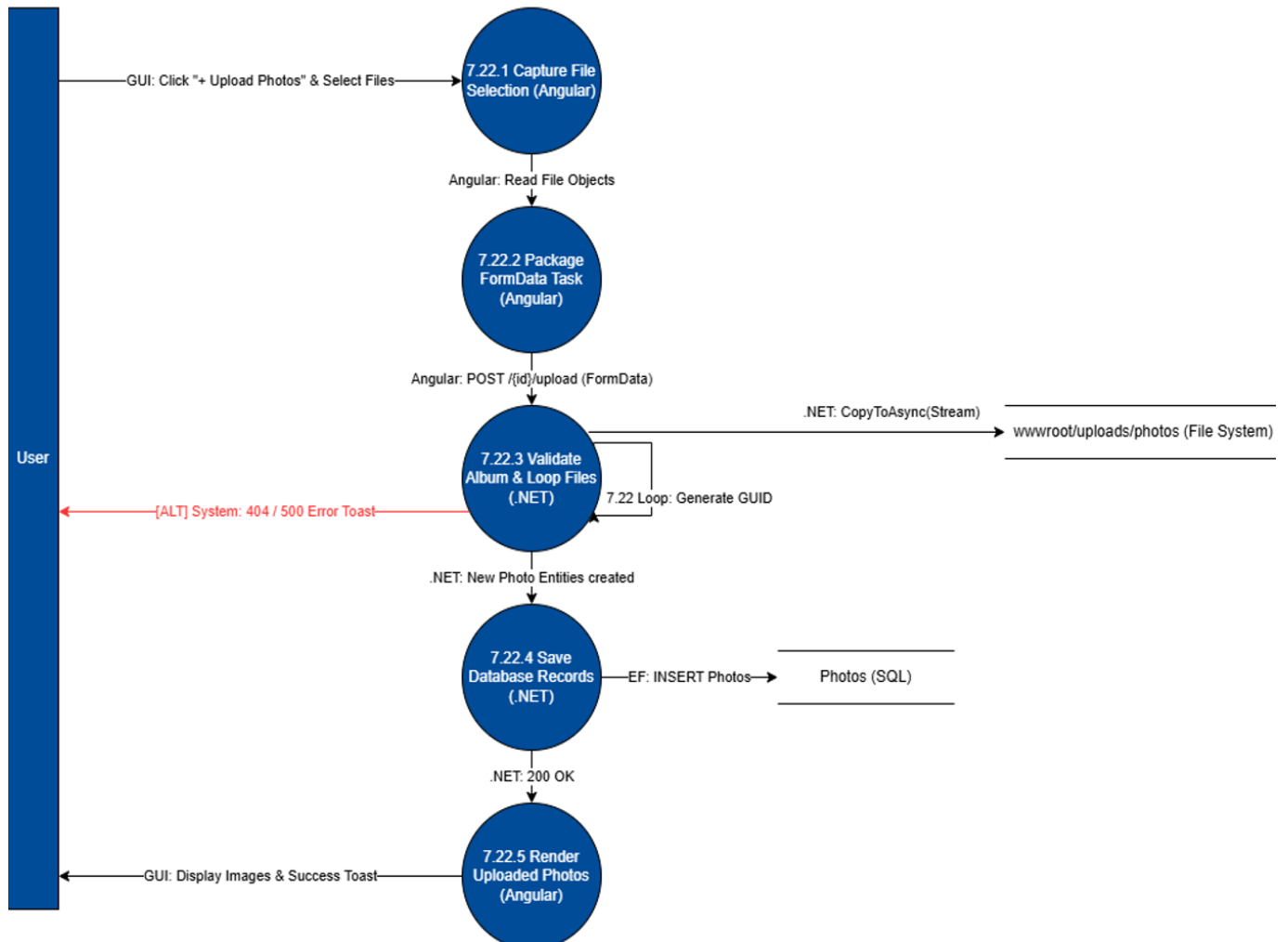


Figure 61: Add Photo - Technical Primitive Level Diagram

2.7.23 View Photo

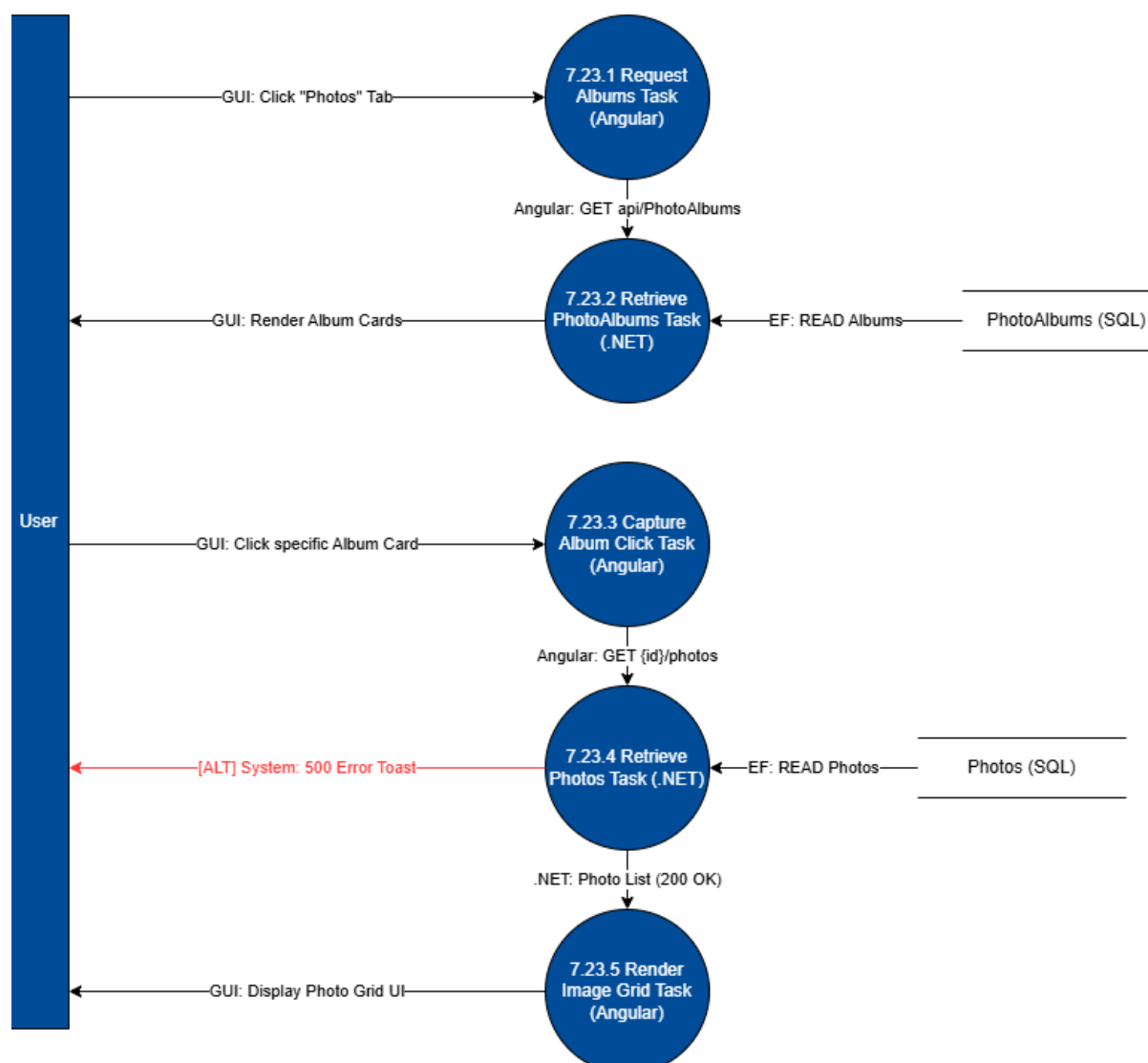


Figure 62: View Photo - Technical Primitive Level Diagram

2.7.24 Delete Photo

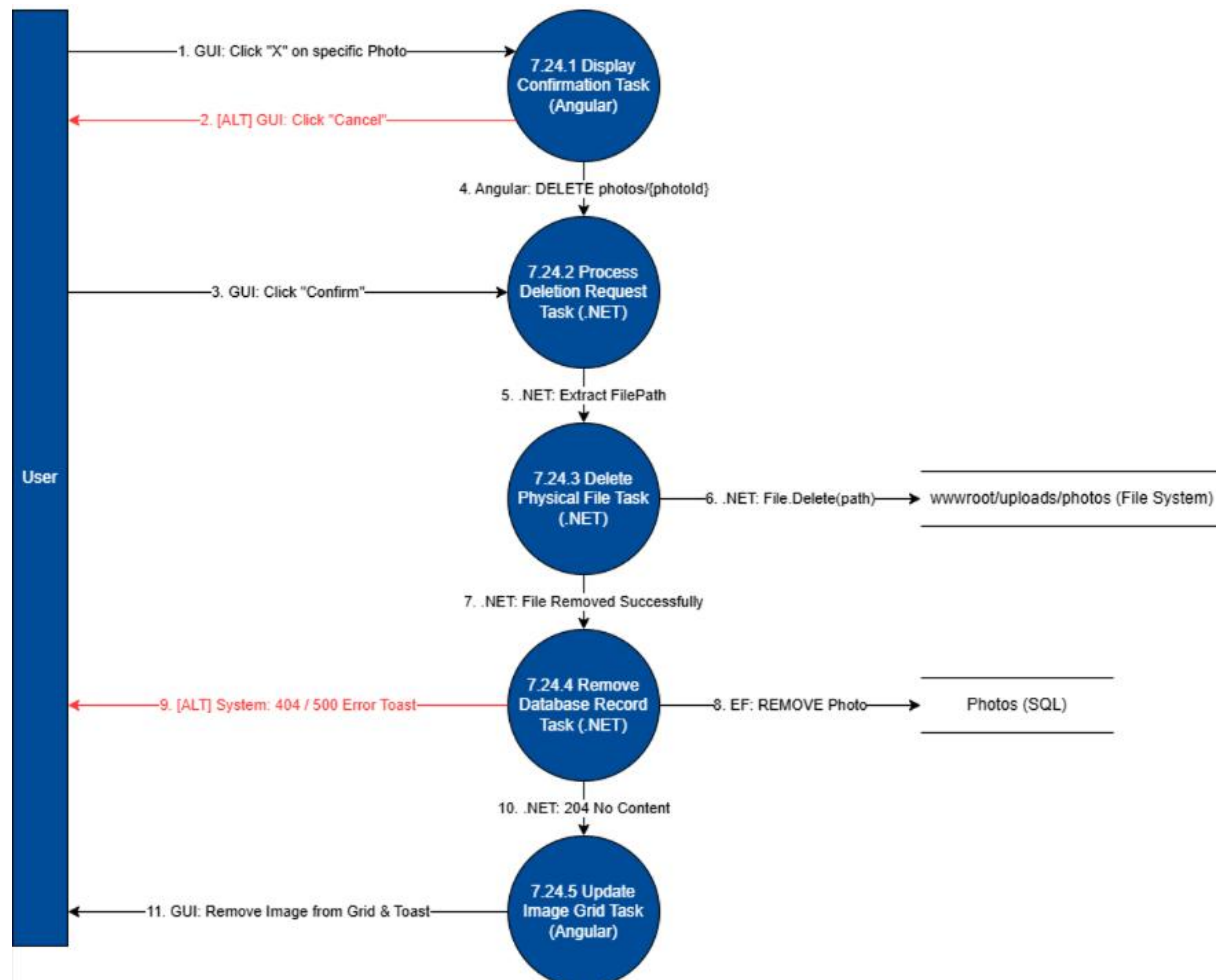


Figure 63: Delete Photo - Technical Primitive Level Diagram

2.7.25 Add Photo Album

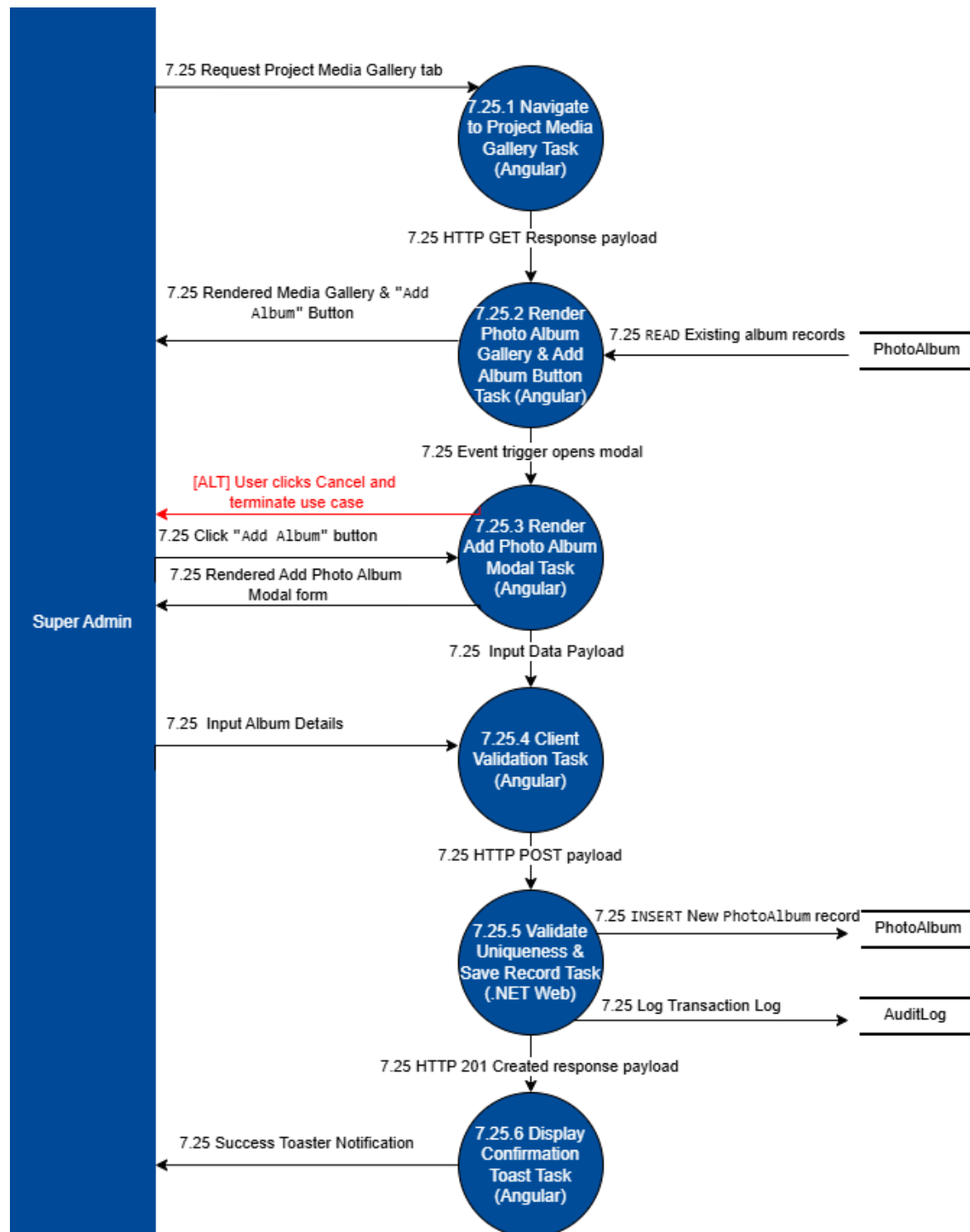


Figure 64: Add Photo Album - Technical Primitive Level Diagram

2.7.26 View Photo Album

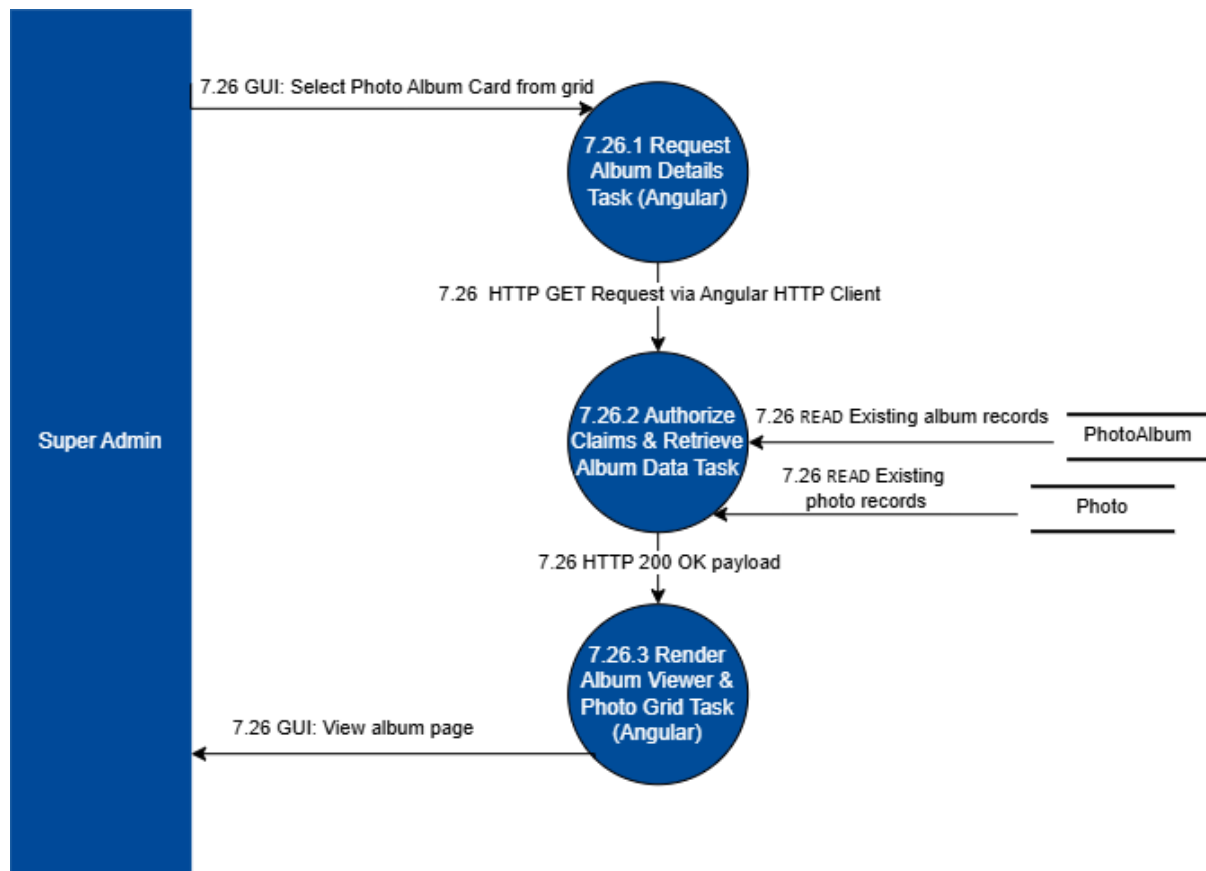


Figure 65: View Photo Album - Technical Primitive Level Diagram

2.7.27 Update Photo Album

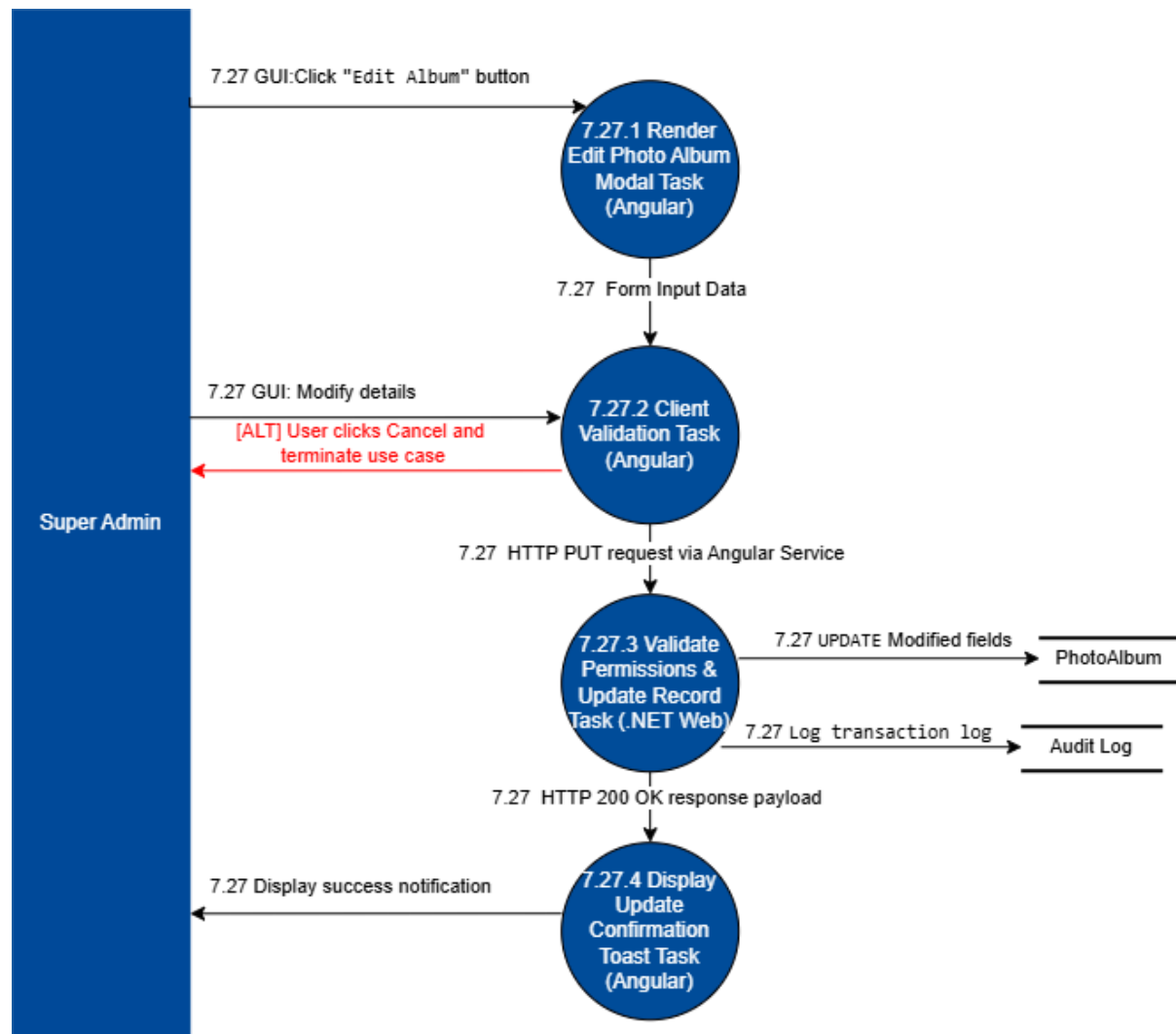


Figure 66: Update Photo Album - Technical Primitive Level Diagram

2.7.28 Remove Photo Album

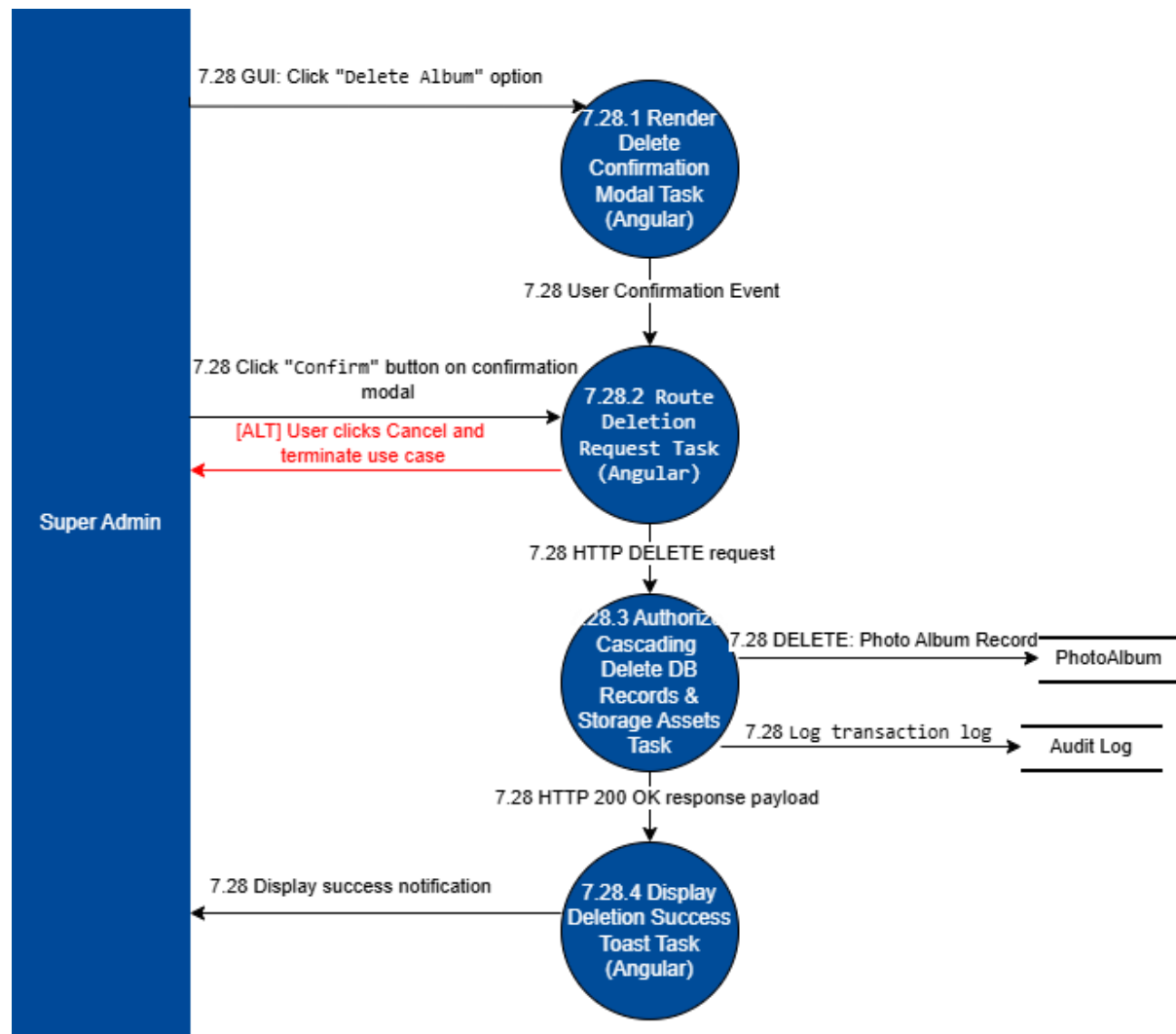


Figure 67: Remove Photo Album - Technical Primitive Level Diagram

2.8 K9 Subsystem Technical Primitive Level Diagrams

2.8.1 Add Dog

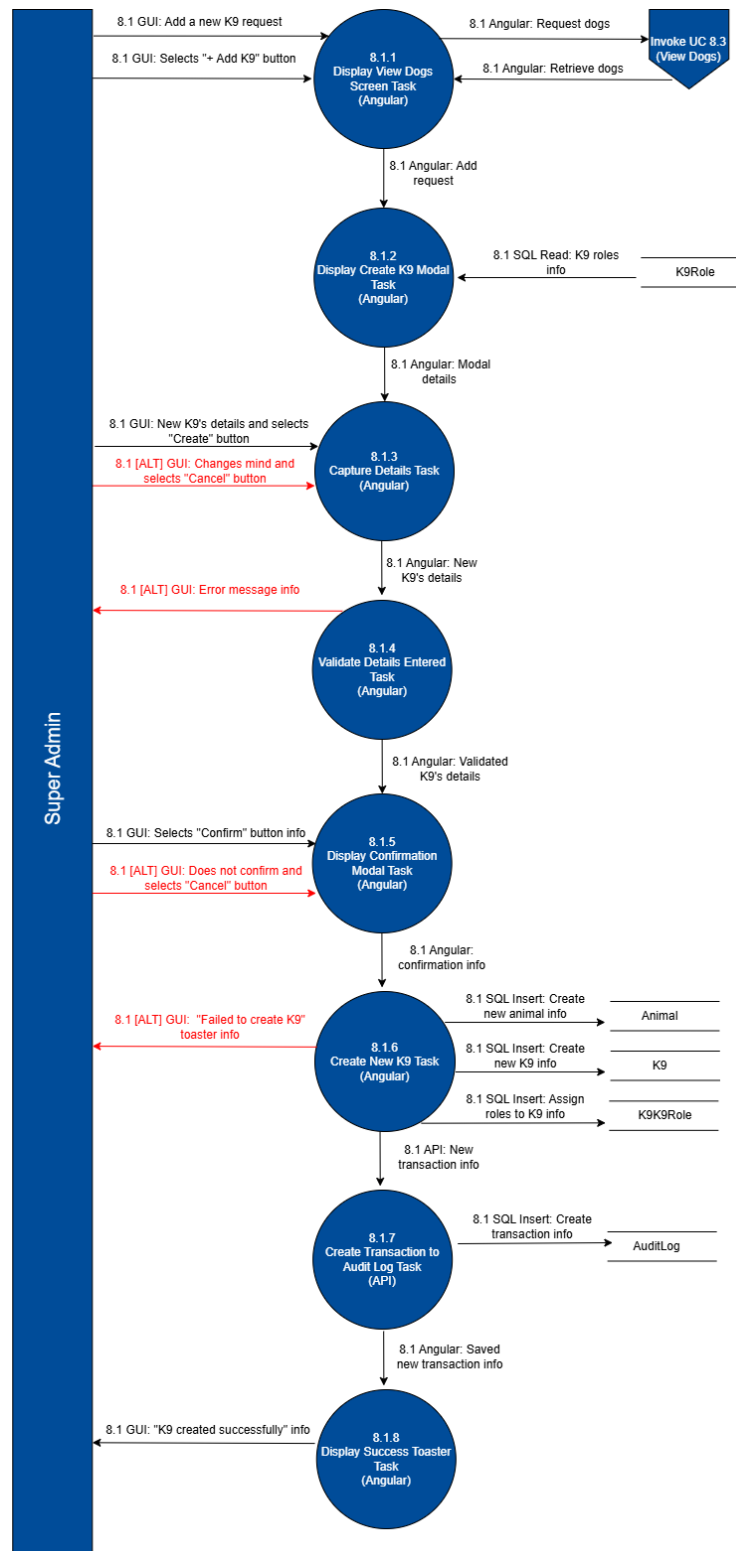


Figure 68: Add Dog - Technical Primitive Level Diagram

2.8.2 View Dog

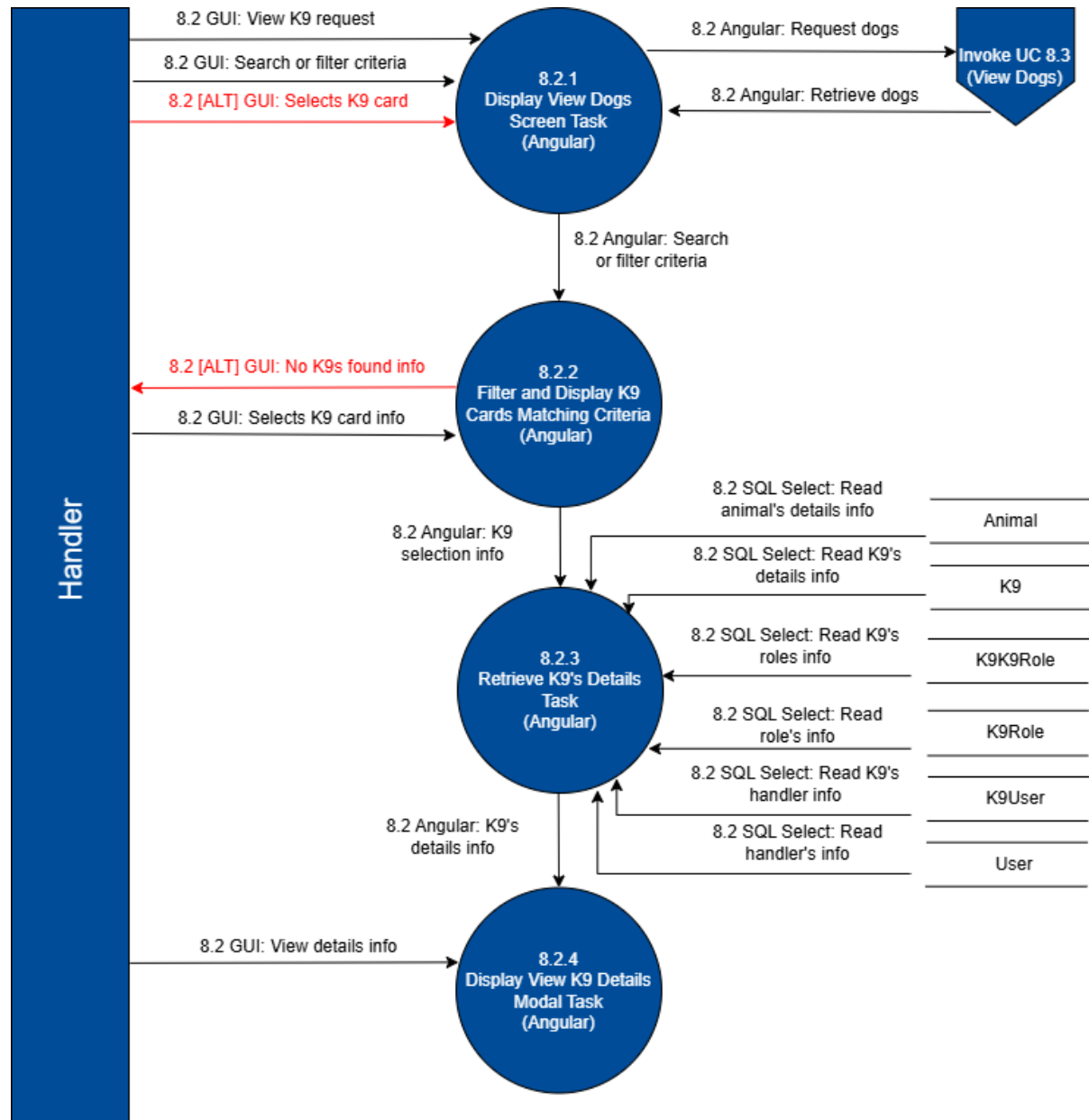


Figure 69: View Dog - Technical Primitive Level Diagram

2.8.3 View Dogs

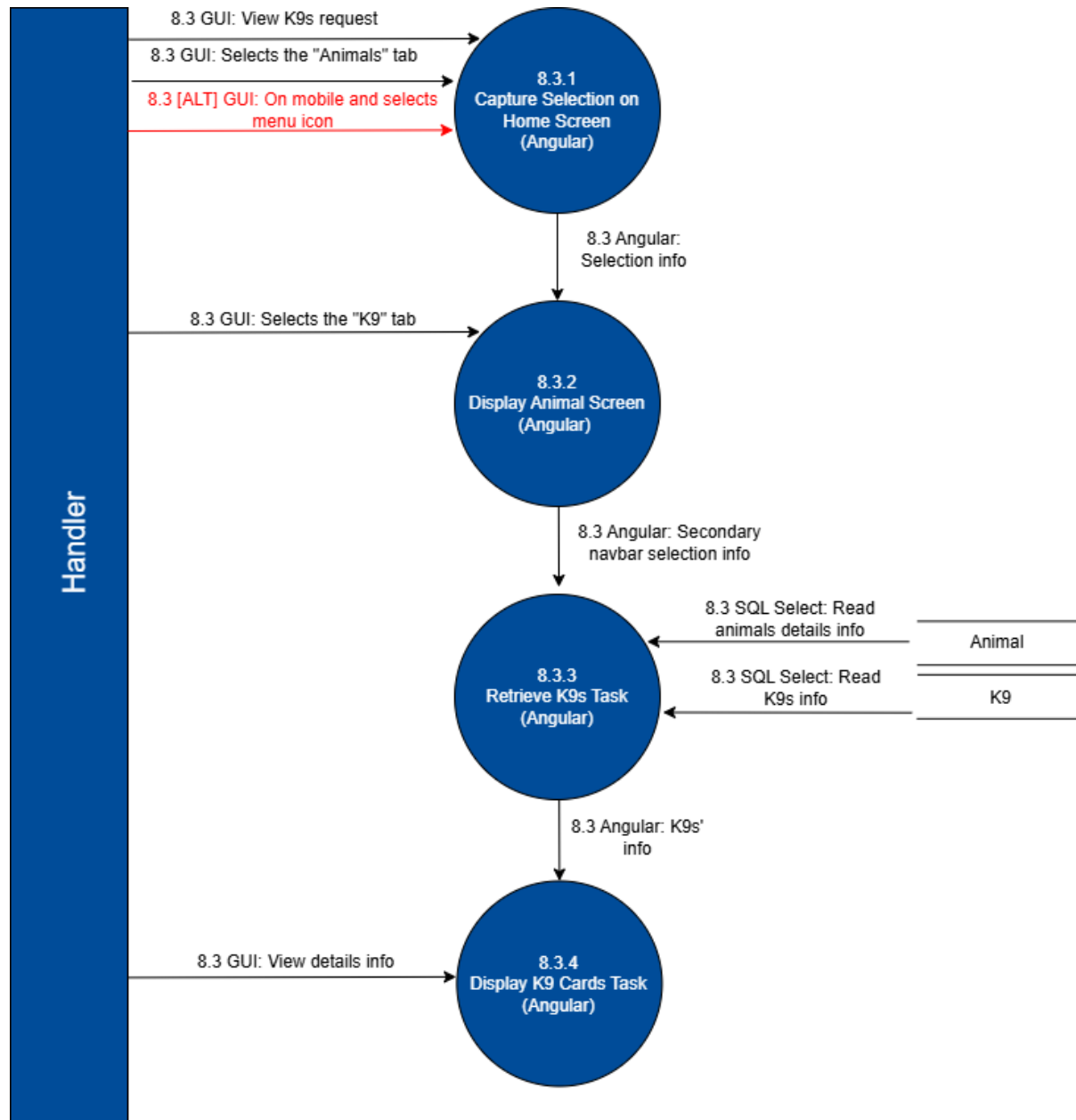


Figure 70: View Dogs - Technical Primitive Level Diagram

2.8.4 Update Dog

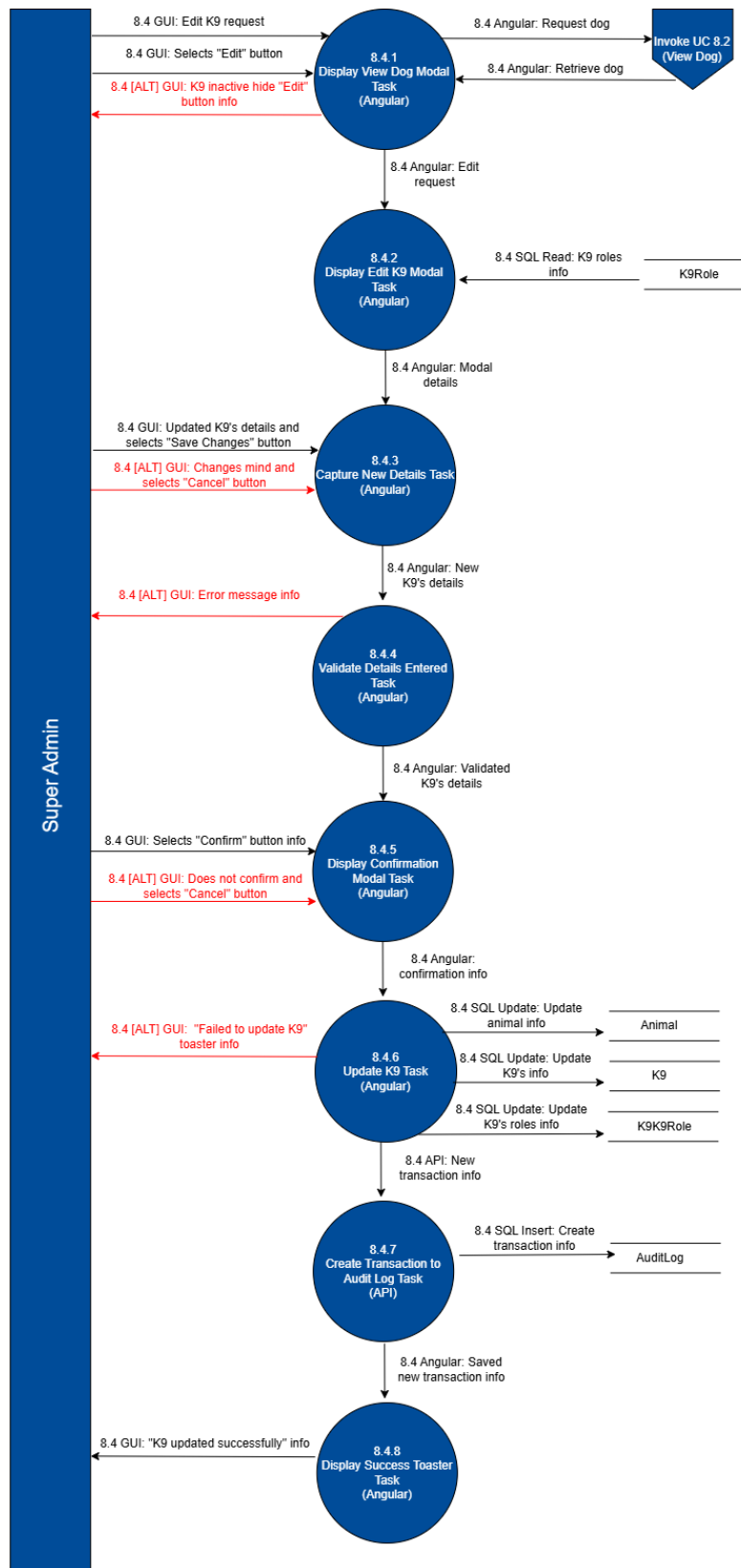


Figure 71: Update Dog - Technical Primitive Level Diagram

2.8.5 Deactivate Dog

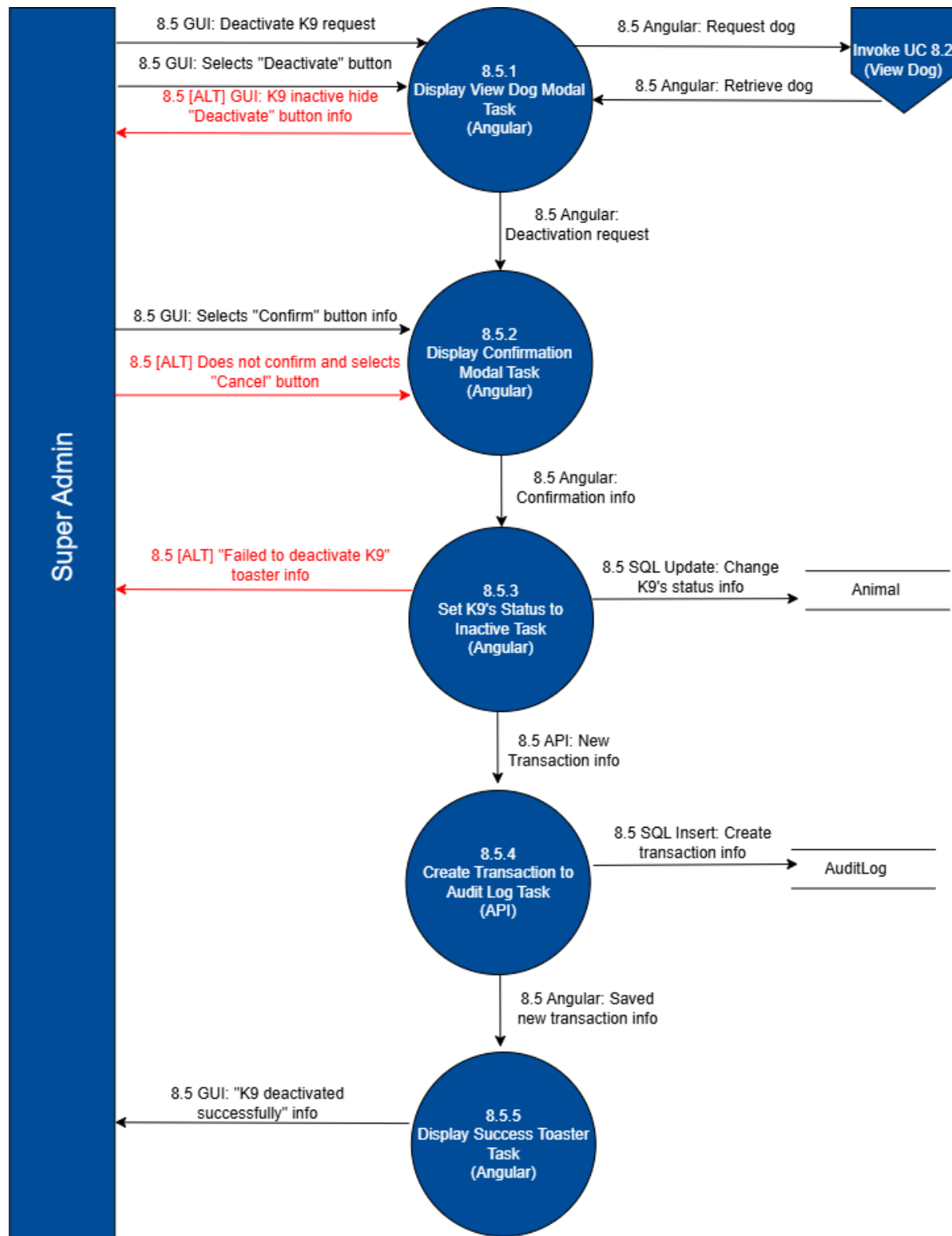


Figure 72: Deactivate Dog - Technical Primitive Level Diagram

2.8.6 Assign User to Dog

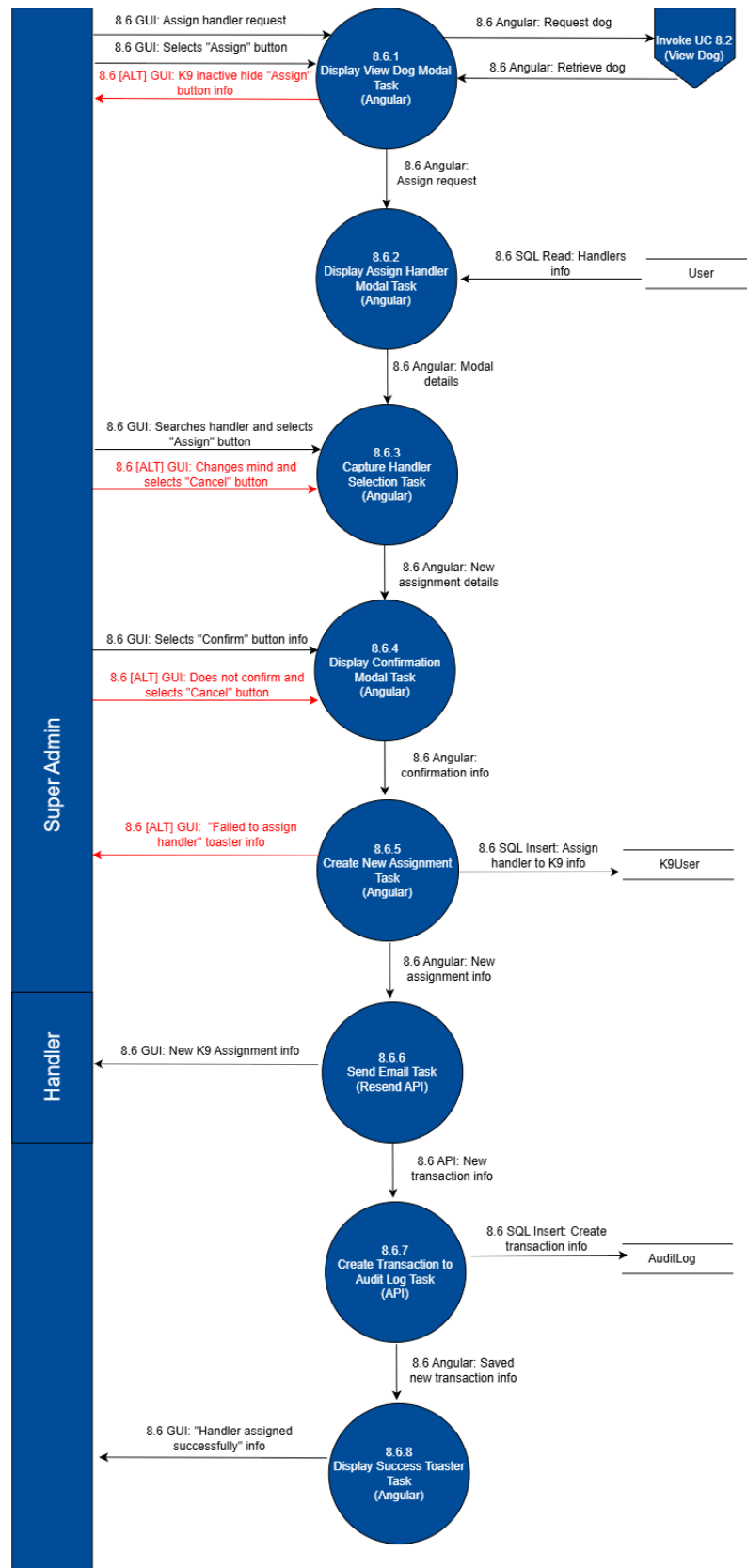


Figure 73: Assign User to Dog - Technical Primitive Level Diagram

2.8.7 View User-Dog Assignment

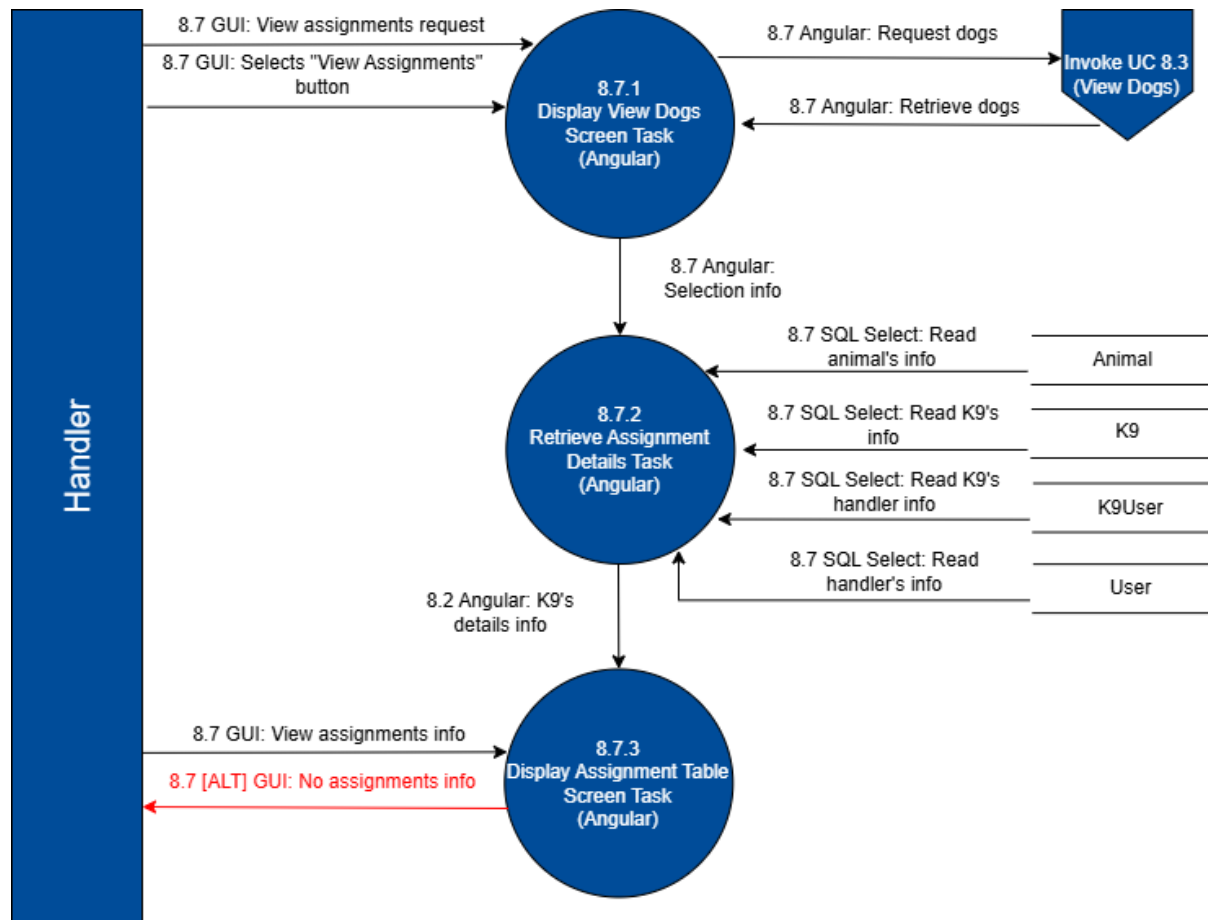


Figure 74: View User-Dog Assignment - Technical Primitive Level Diagram

2.8.8 Update User-Dog Assignment

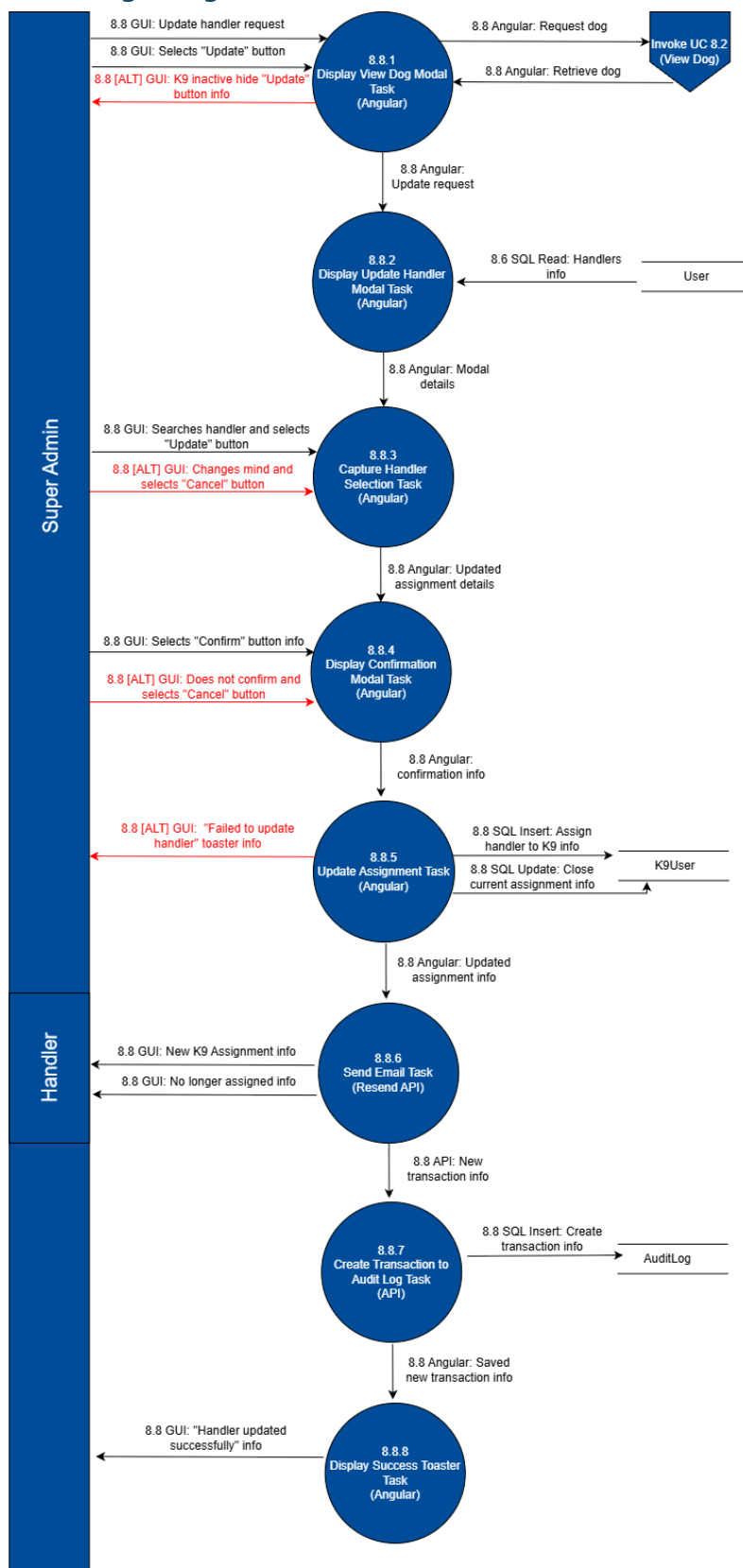


Figure 75: Update User-Dog Assignment - Technical Primitive Level Diagram

2.8.9 Reactivate User-Dog Assignment

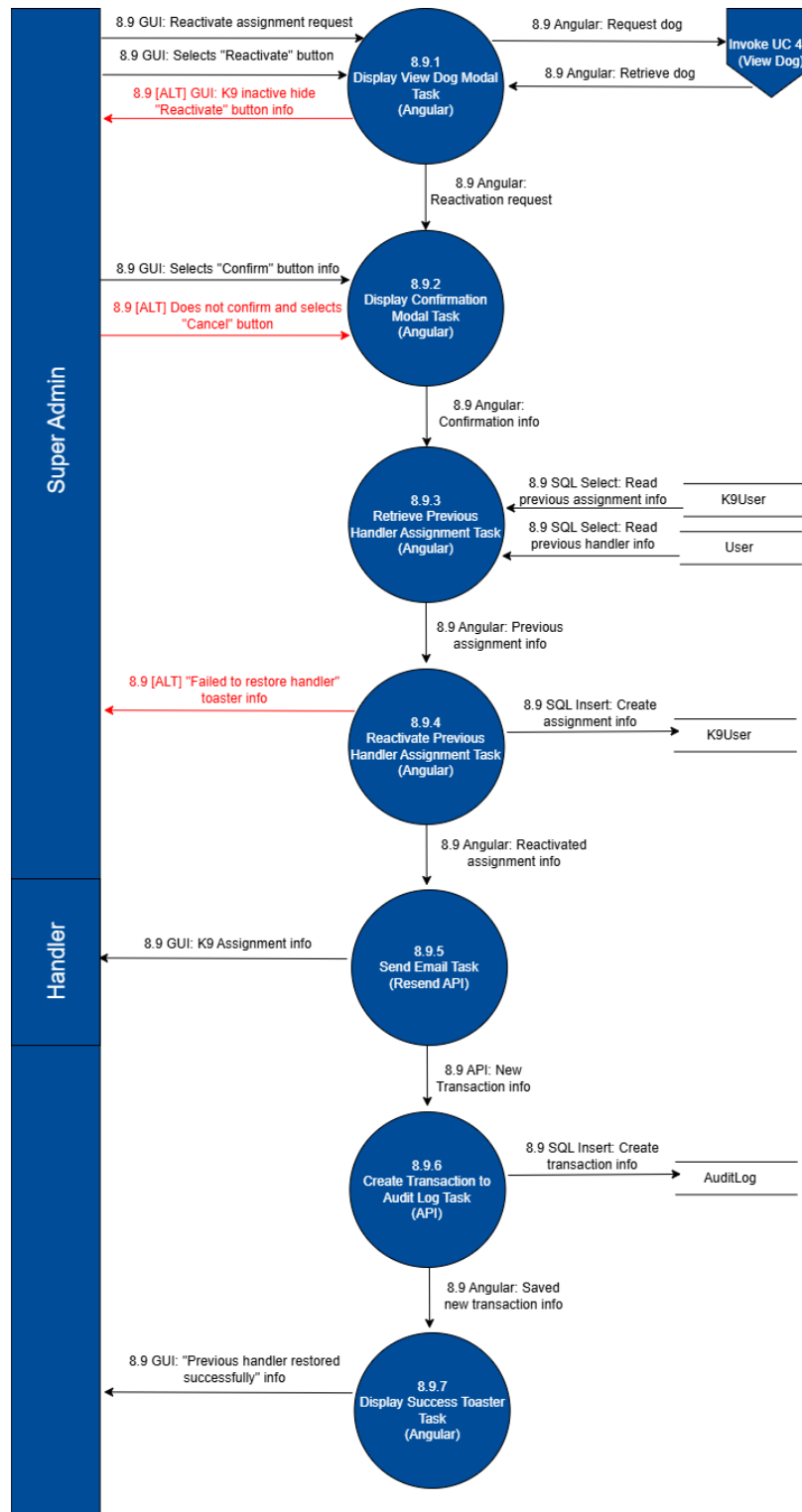


Figure 76: Reactivate User-Dog Assignment - Technical Primitive Level Diagram

2.8.10 Deactivate User-Dog Assignment

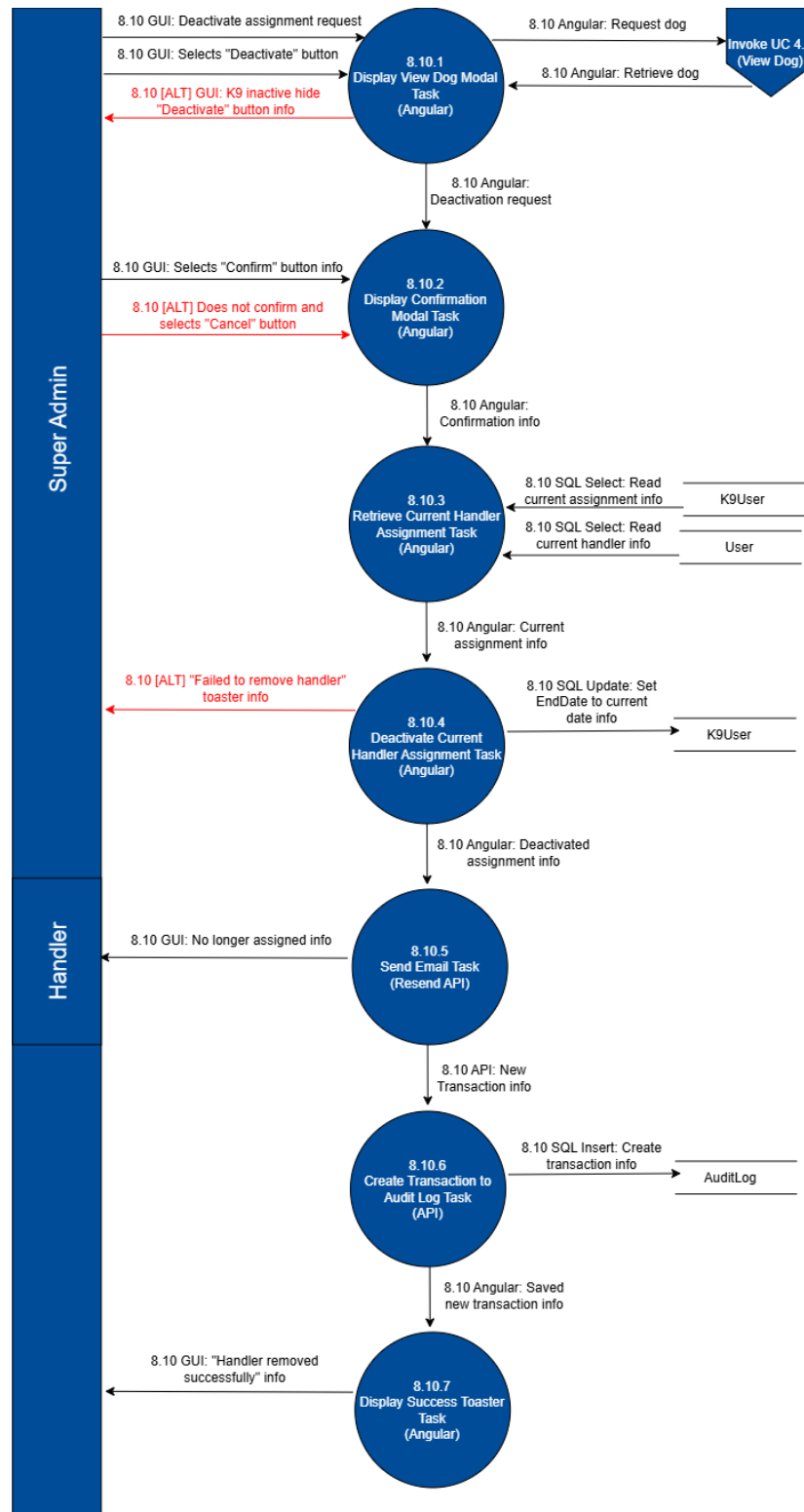


Figure 77: Deactivate User-Dog Assignment - Technical Primitive Level Diagram

2.8.11 Add K9 Role

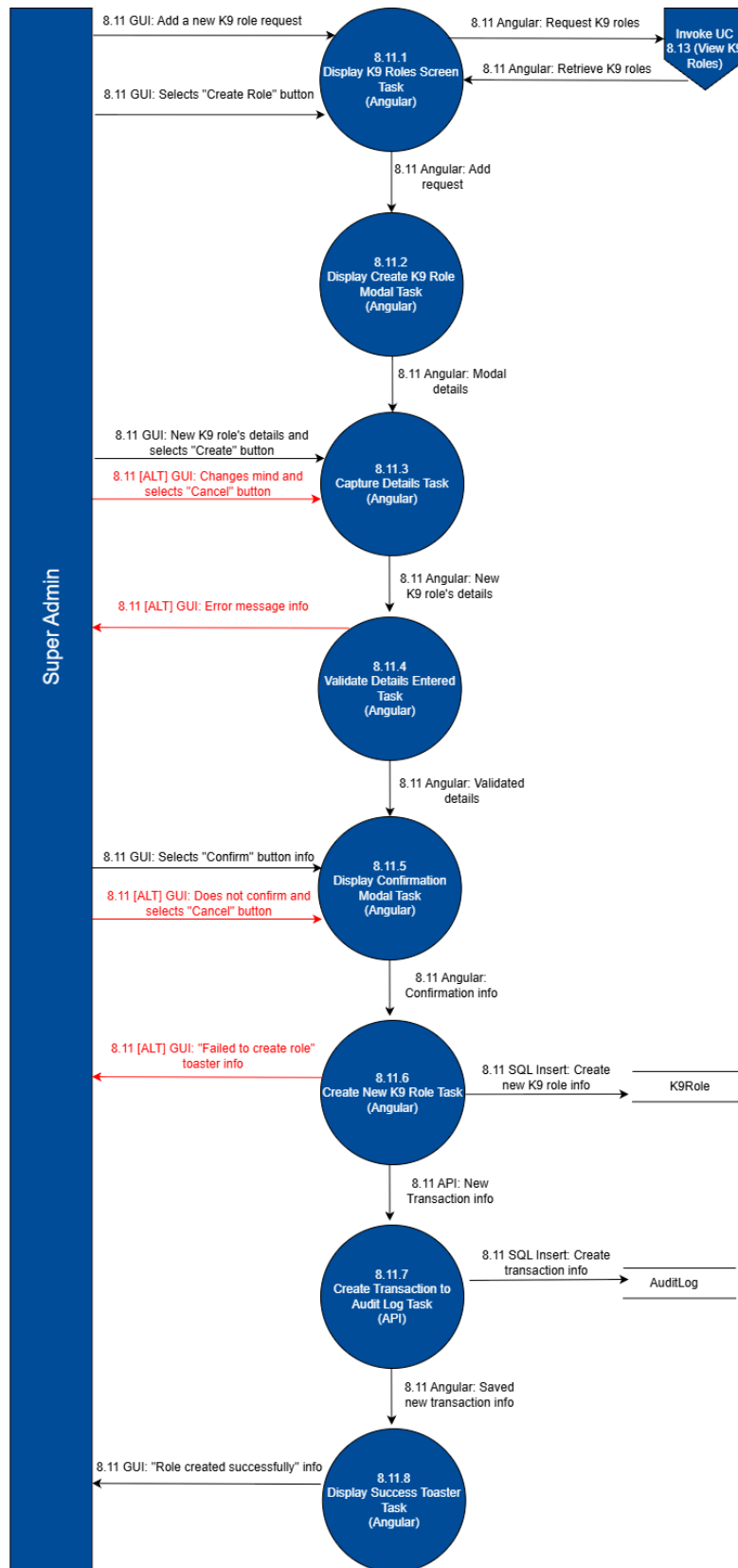


Figure 78: Add K9 Role - Technical Primitive Level Diagram

2.8.12 Update K9 Role

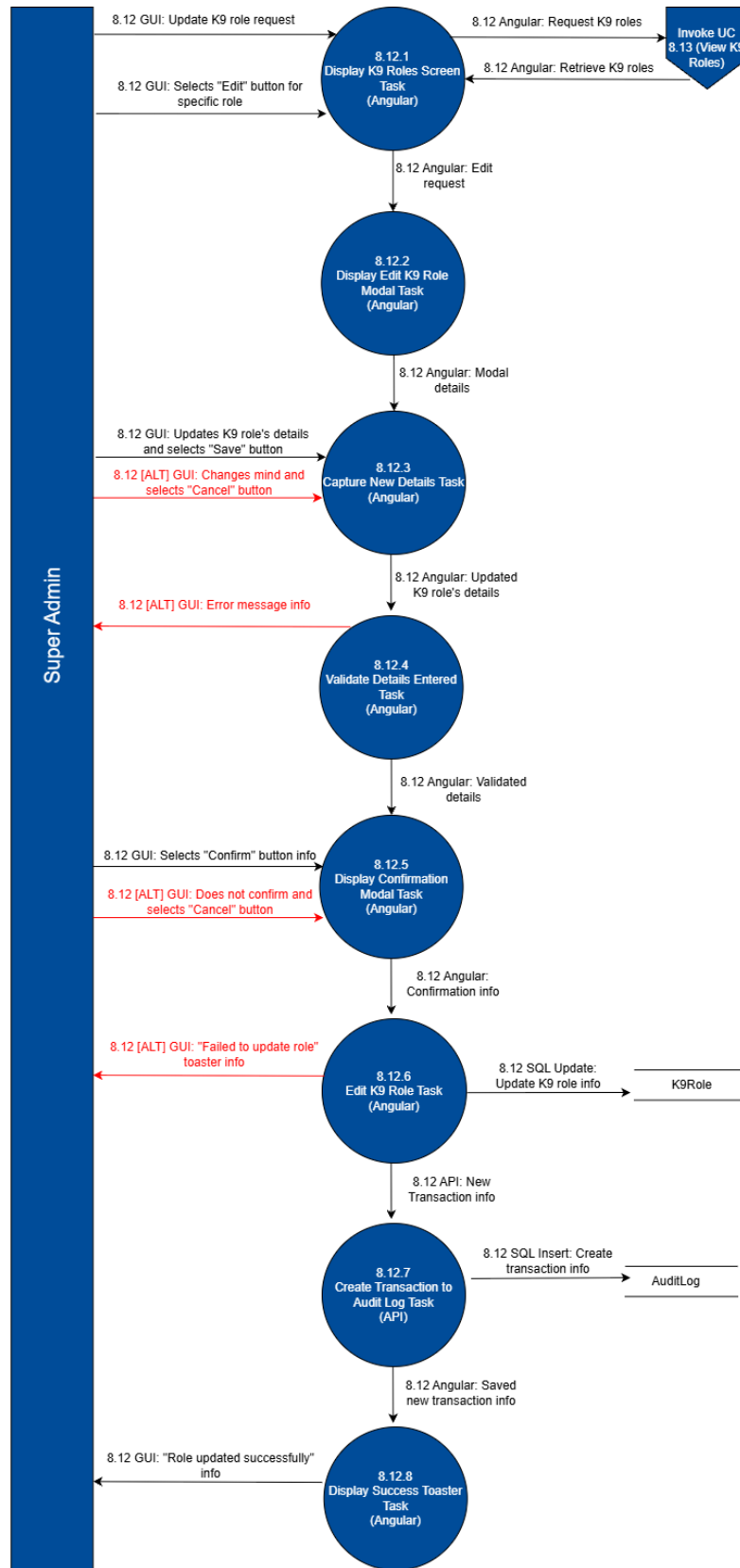


Figure 79: Update K9 Role - Technical Primitive Level Diagram

2.8.13 View K9 Role

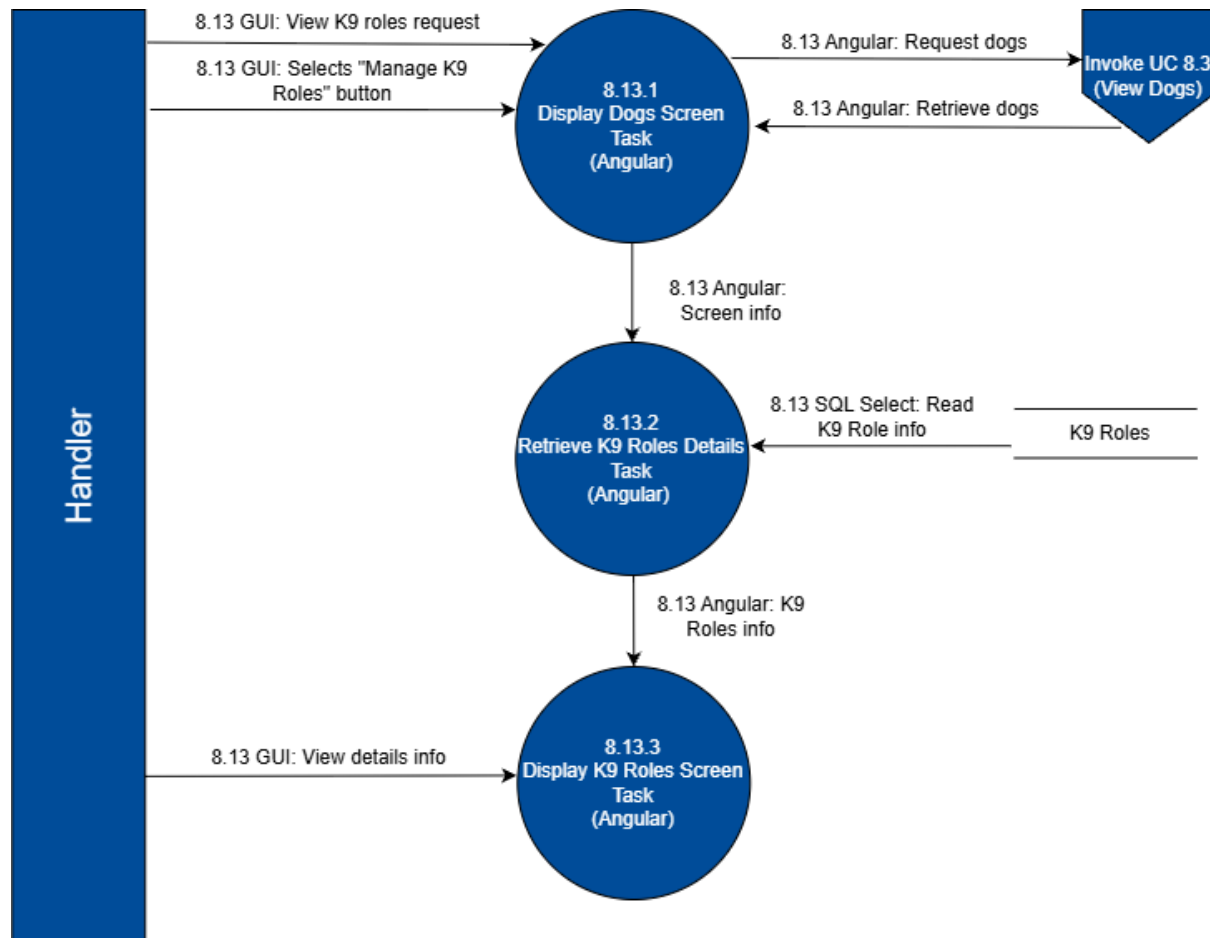


Figure 80: View K9 Roles - Technical Primitive Level Diagram

2.8.14 Reactivate K9 Role

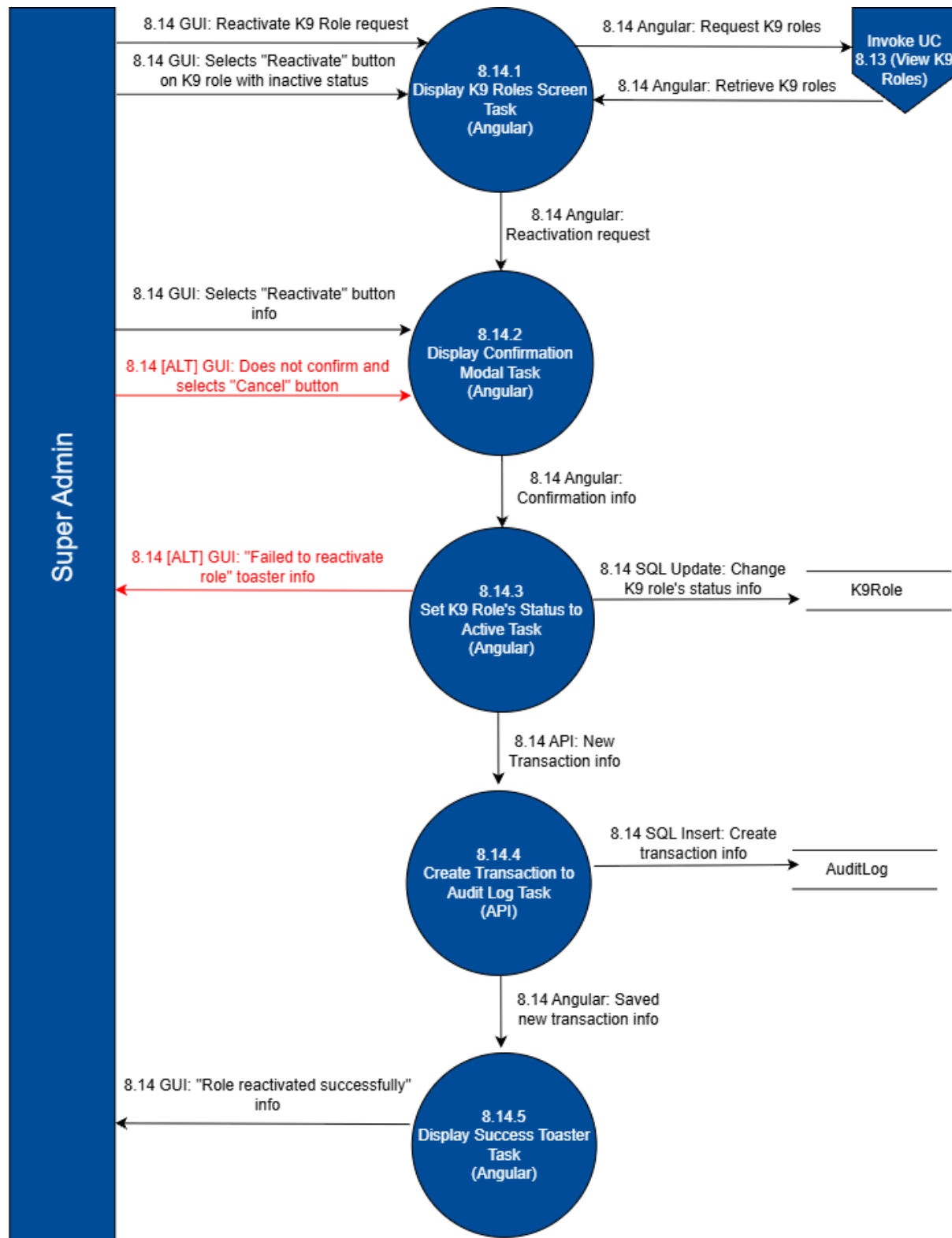


Figure 81: Reactivate K9 Role - Technical Primitive Level Diagram

2.8.15 Deactivate K9 Role

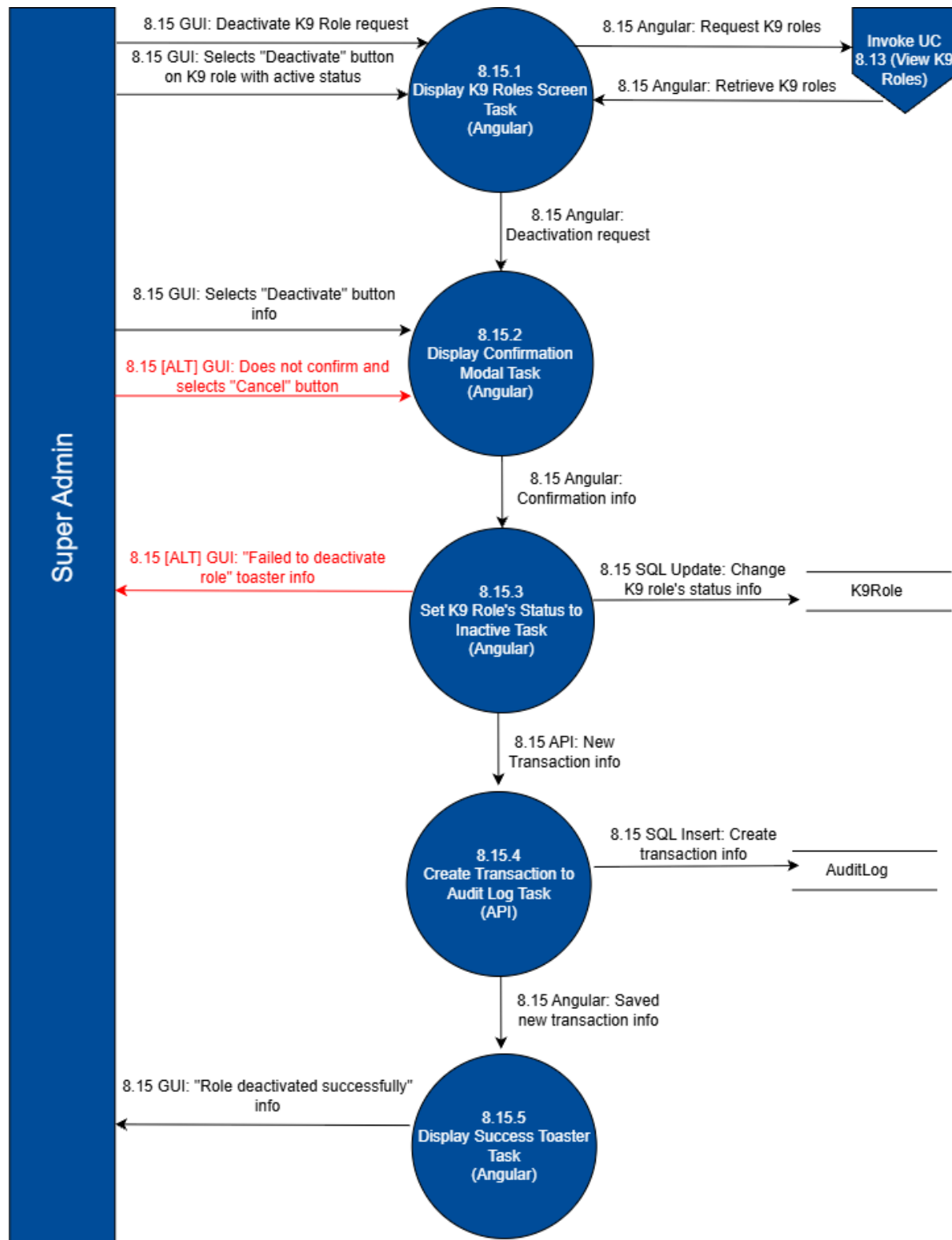


Figure 82: Deactivate K9 Role - Technical Primitive Level Diagram

2.8.16 View K9 Ancestry

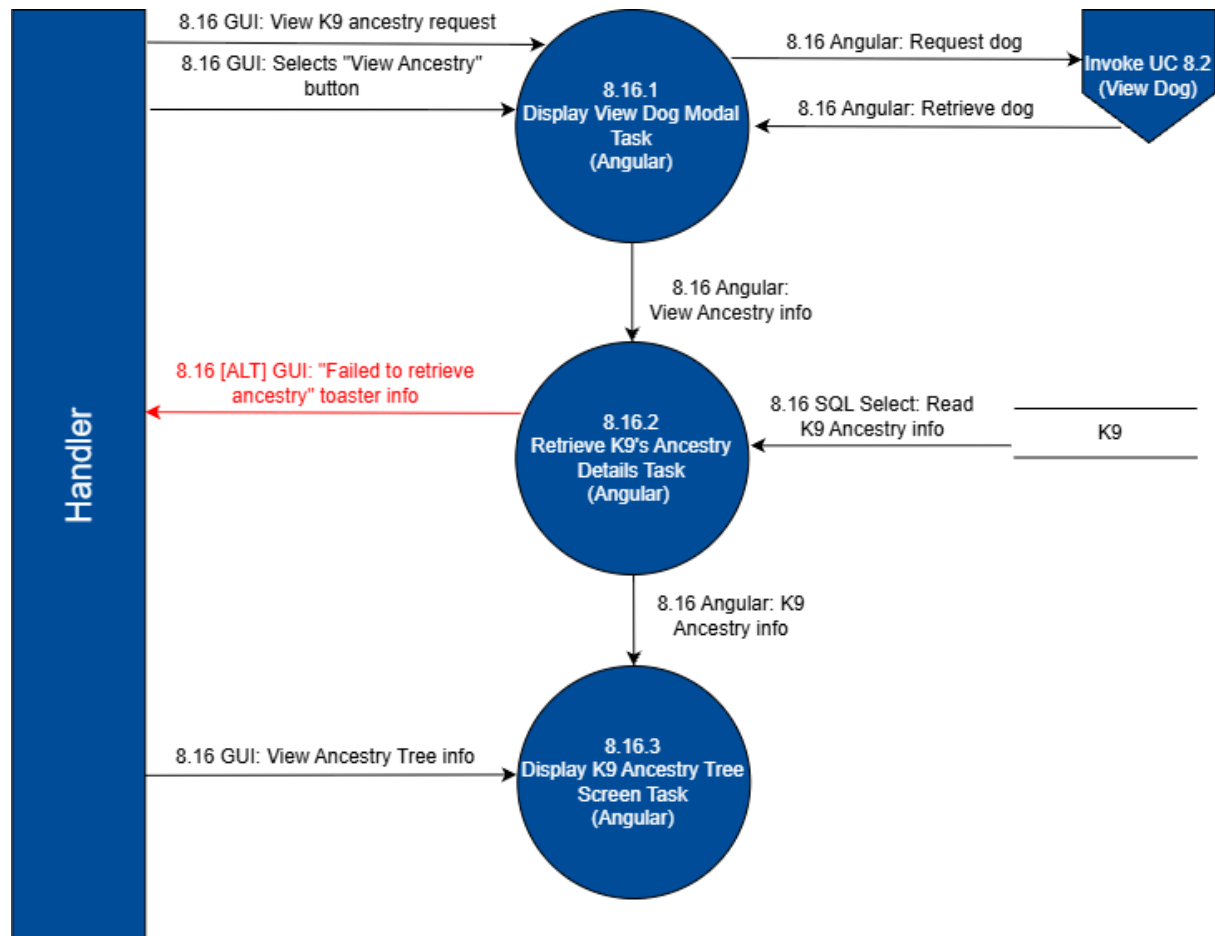


Figure 83: View K9 Ancestry - Technical Primitive Level Diagram

2.9 Rhino Subsystem Technical Primitive Level Diagrams

2.9.1 Add Rhino

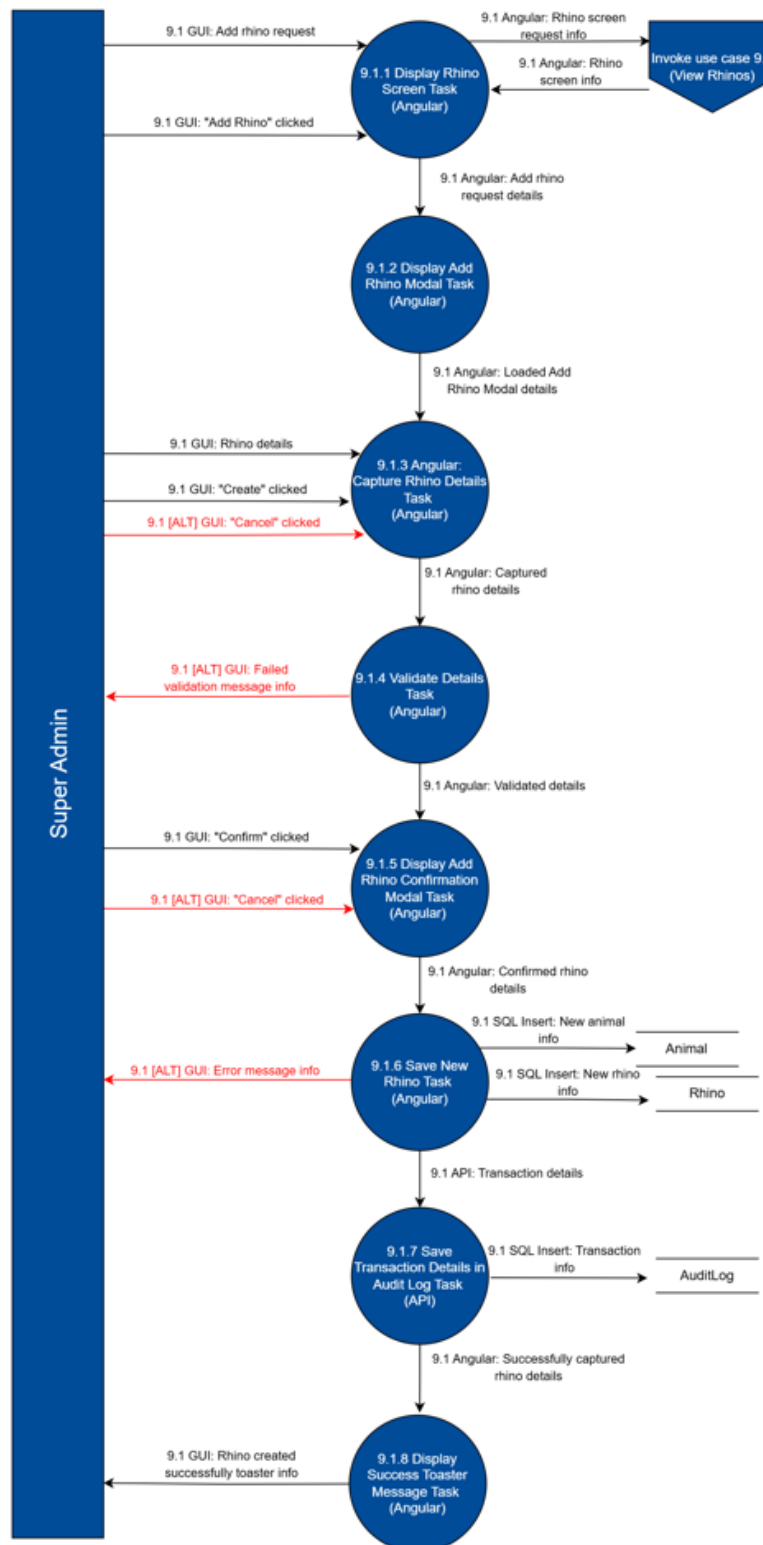


Figure 84: Add Rhino - Technical Primitive Level Diagram

2.9.2 View Rhino

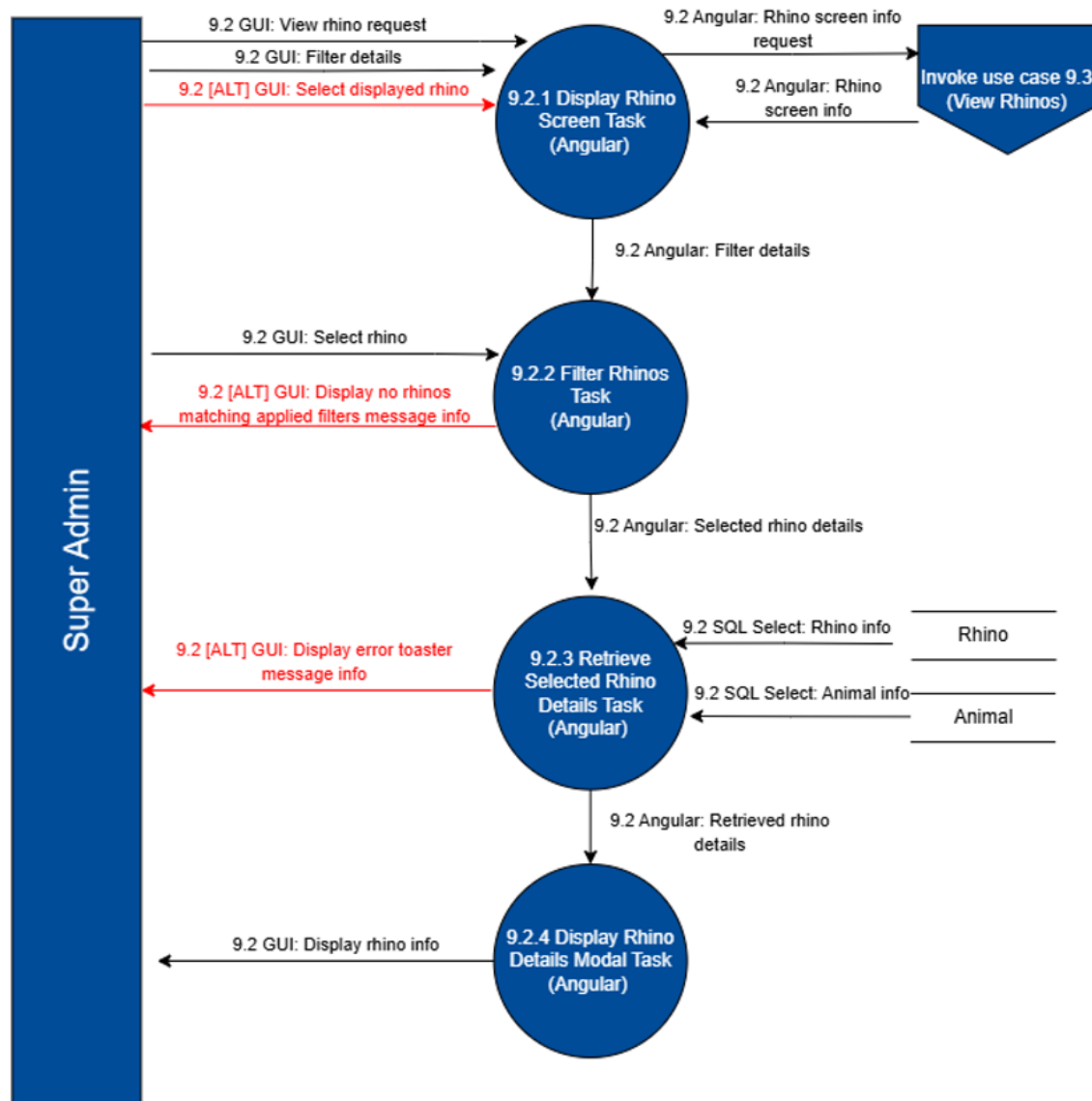


Figure 85: View Rhino - Technical Primitive Level Diagram

2.9.3 View Rhinos

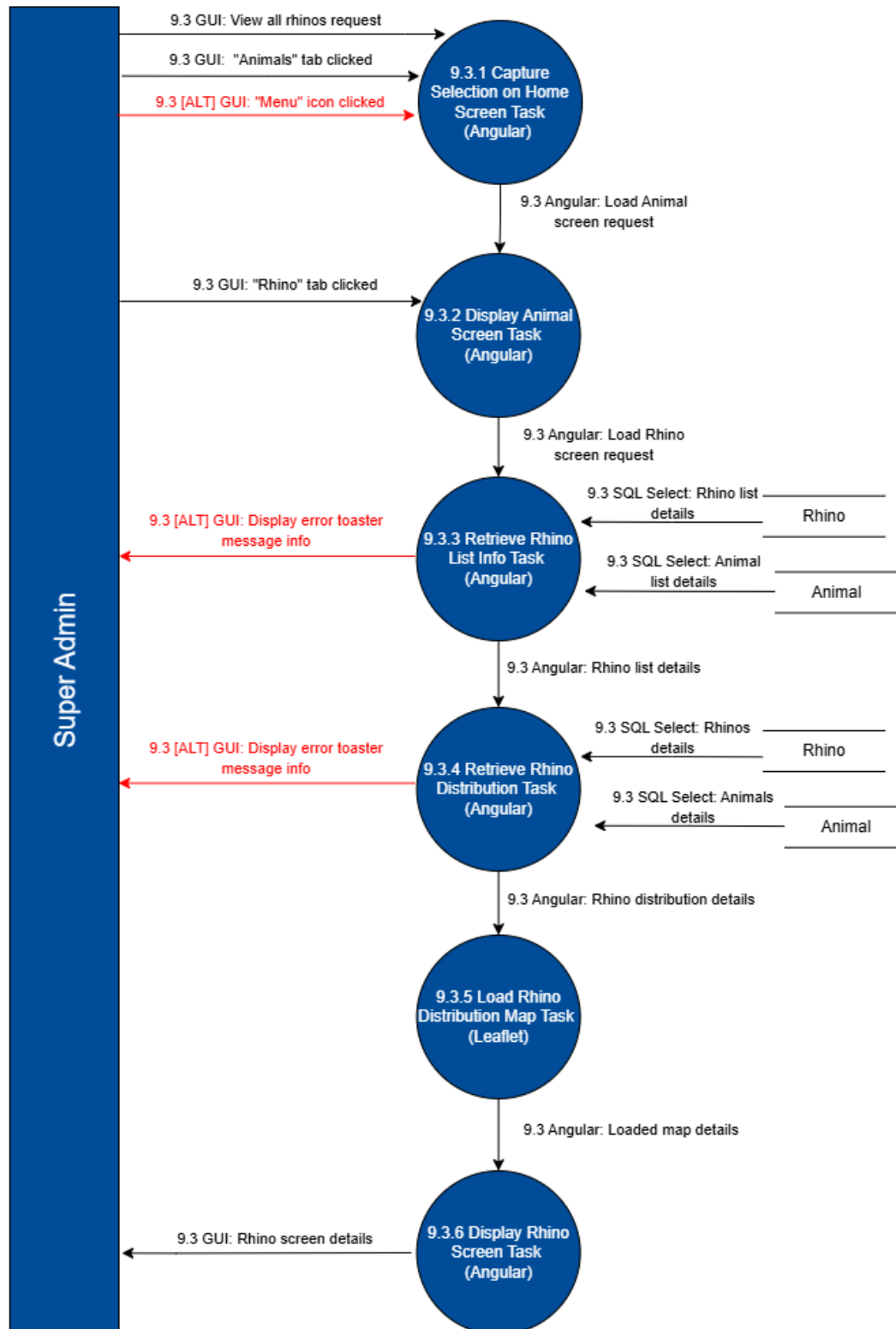


Figure 86: View Rhinos - Technical Primitive Level Diagram

2.9.4 Update Rhino

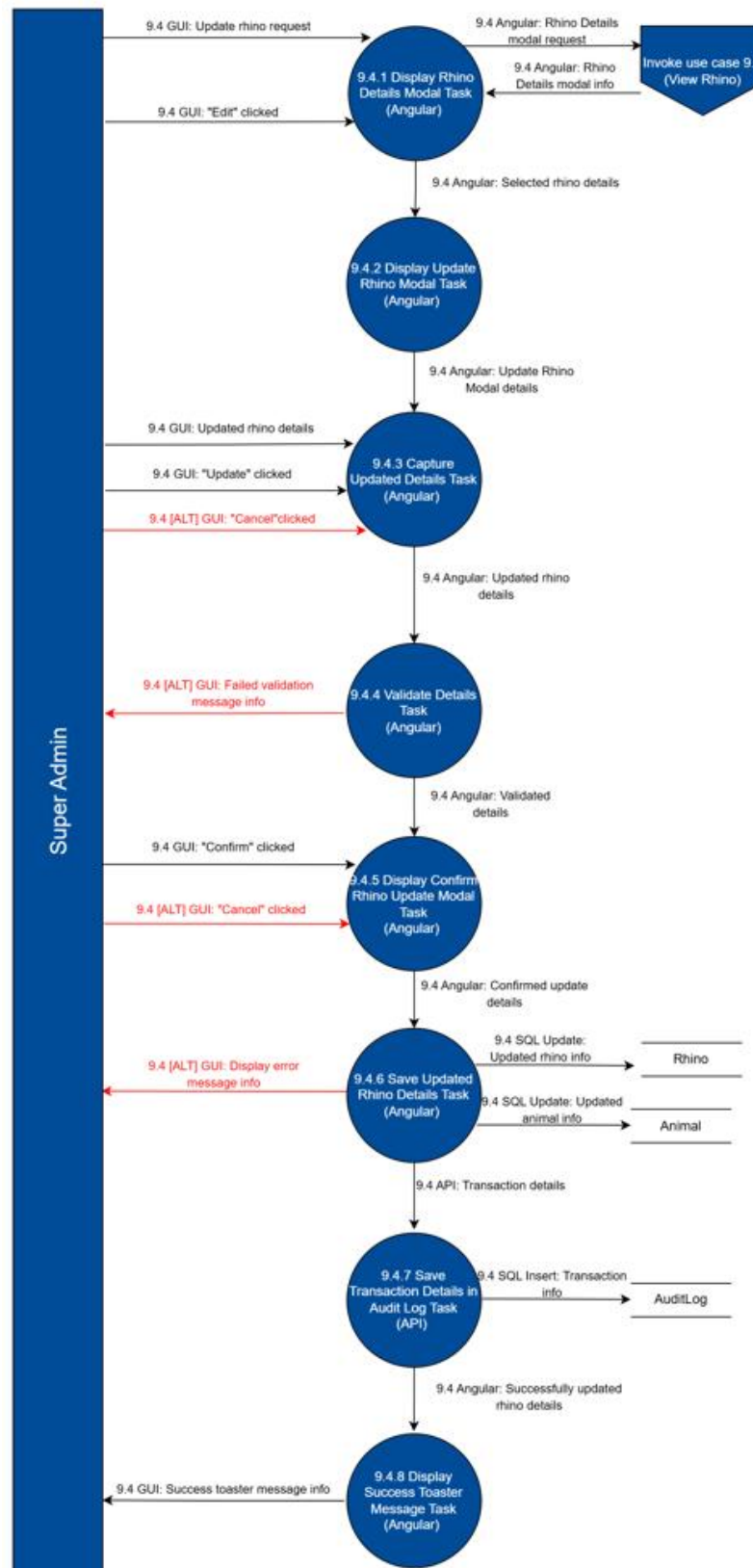


Figure 87: Update Rhino - Technical Primitive Level Diagram

2.9.5 Deactivate Rhino

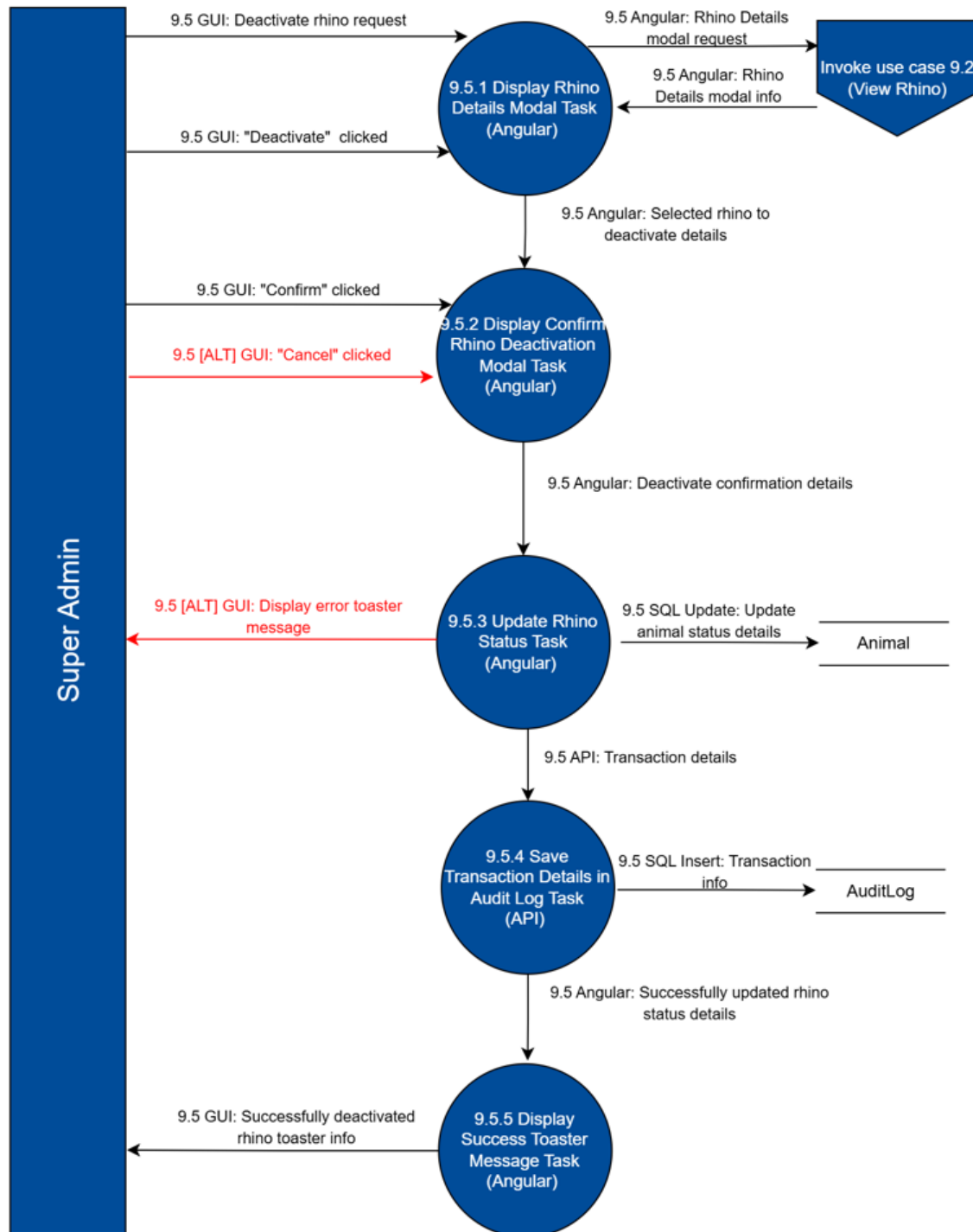


Figure 88: 9.5 Deactivate Rhino - Technical Primitive Level Diagram

2.10 Elephant Subsystem Technical Primitive Level Diagrams

2.10.1 Add Elephant

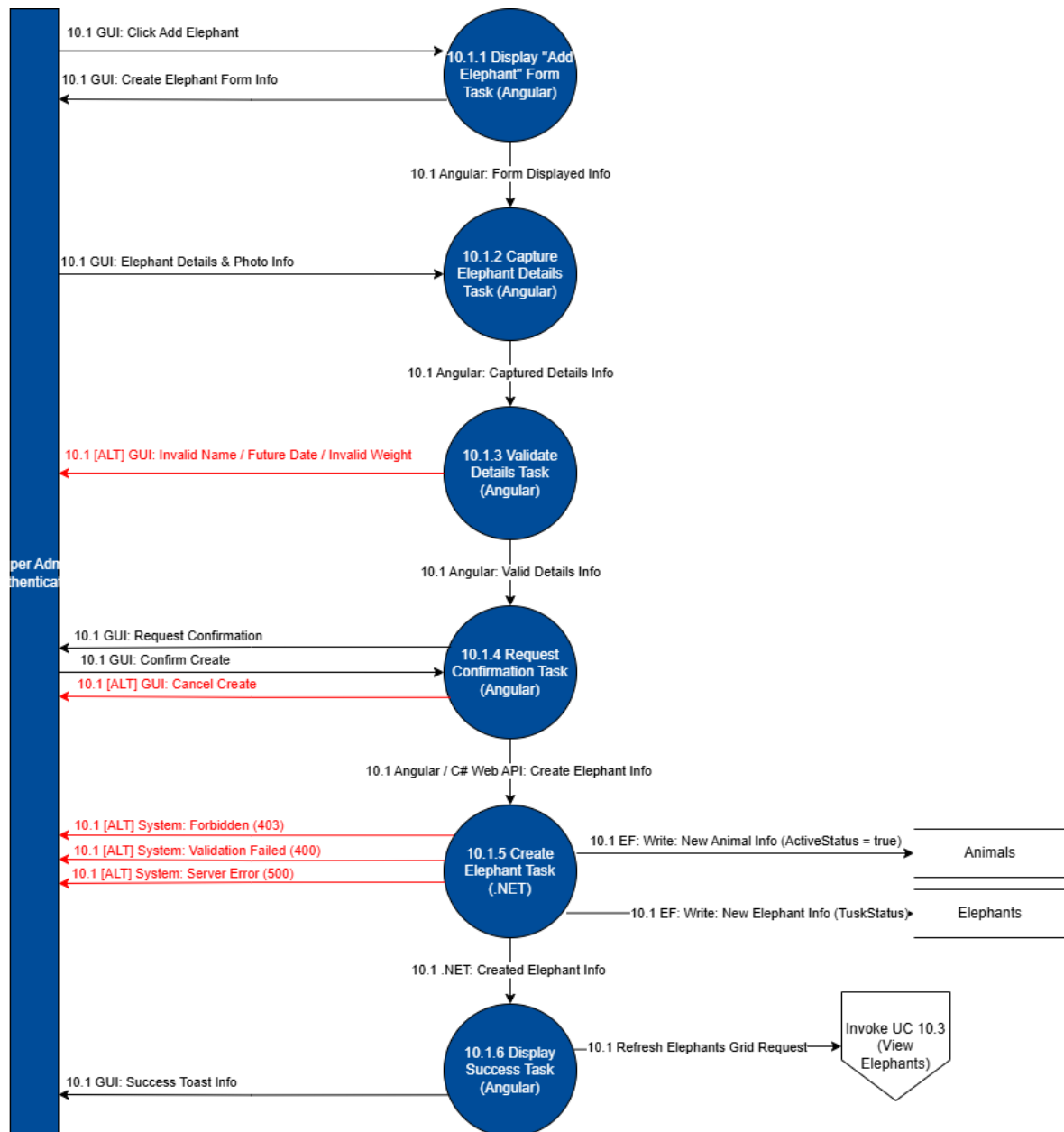


Figure 89: Add Elephant - Technical Primitive Level Diagram

2.10.2 View Elephant

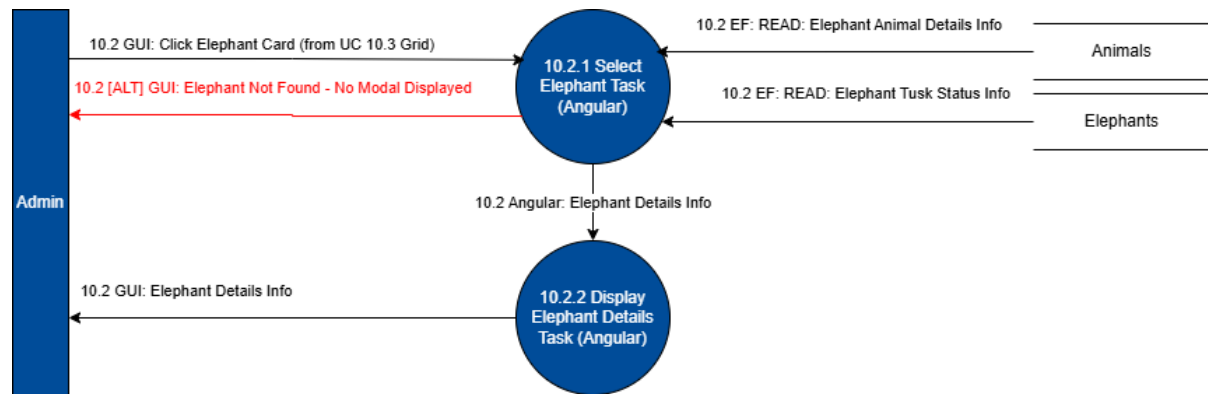


Figure 90: View Elephant - Technical Primitive Level Diagram

2.10.3 View Elephants

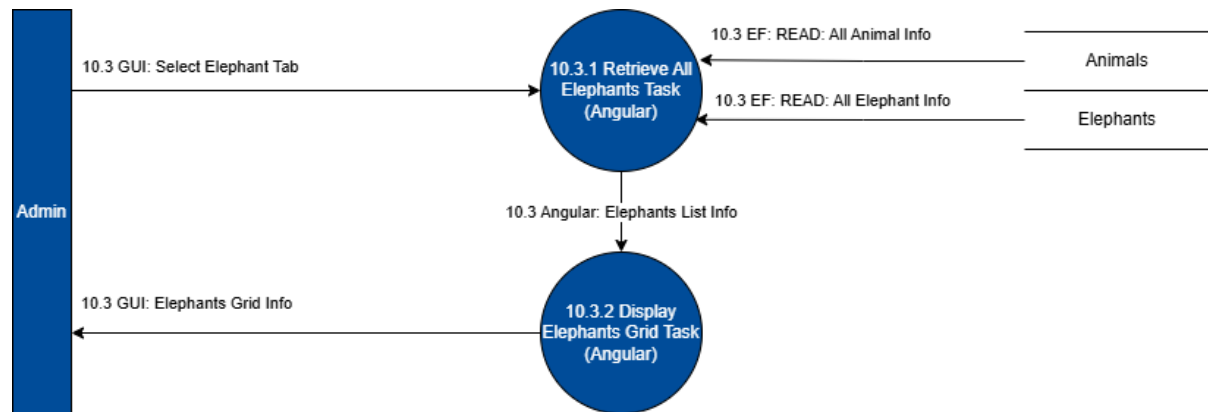


Figure 91: View Elephants - Technical Primitive Level Diagram

2.10.4 Update Elephant

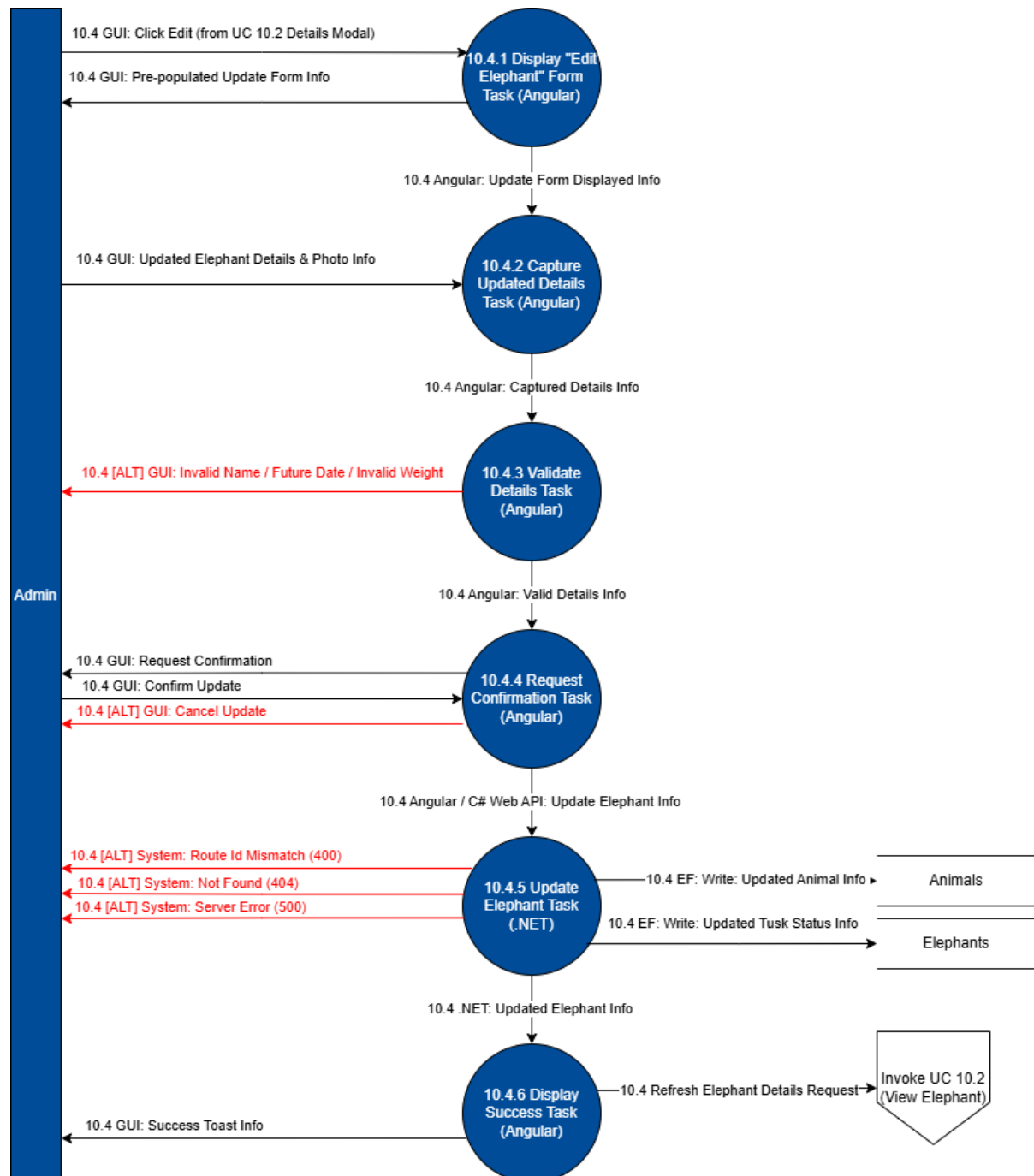


Figure 92: Update Elephant - Technical Primitive Level Diagram

2.10.5 Deactivate Elephant

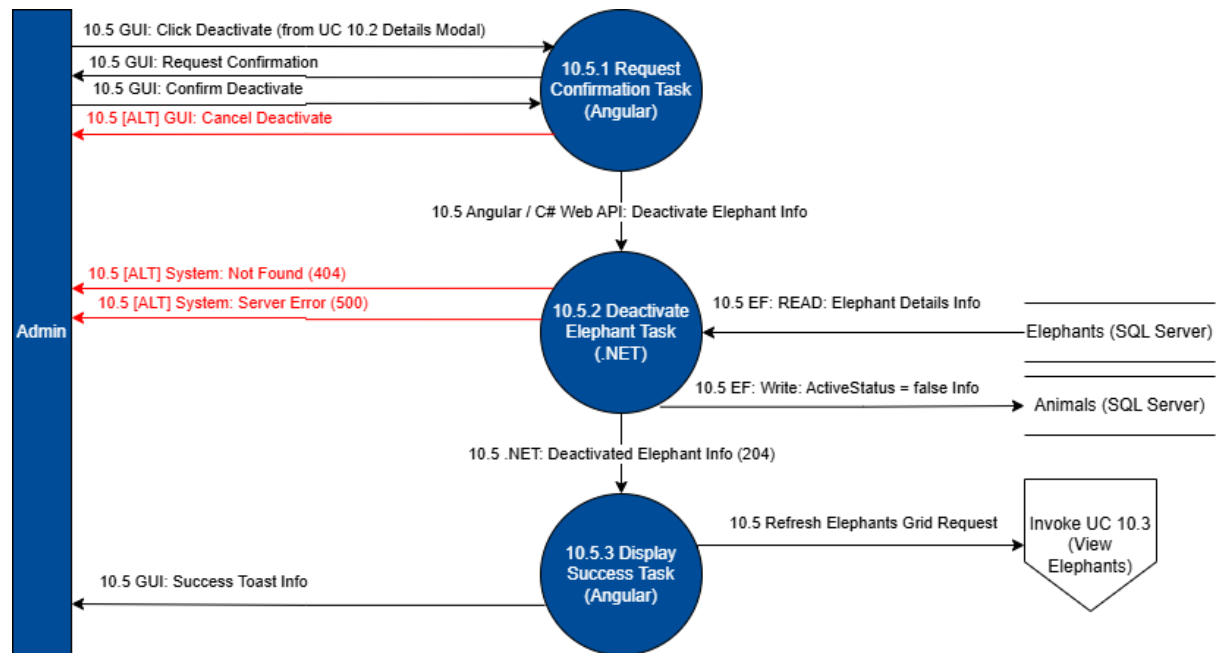


Figure 93: Deactivate Elephant - Technical Primitive Level Diagram

2.11 Messages Subsystem Technical Primitive Level Diagrams

2.11.1 Create Message

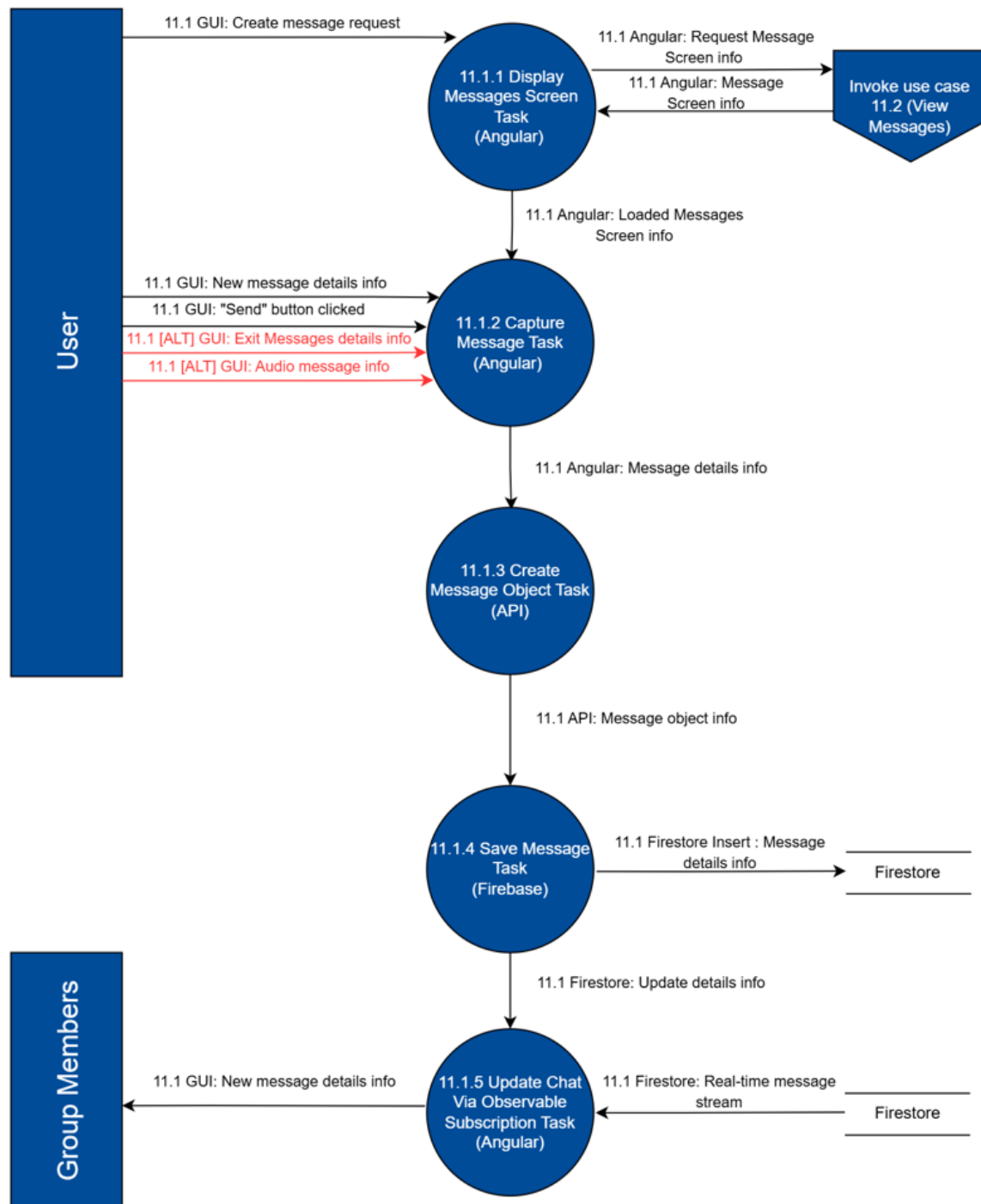


Figure 94: Create Message - Technical Primitive Level Diagram

2.11.2 View Messages

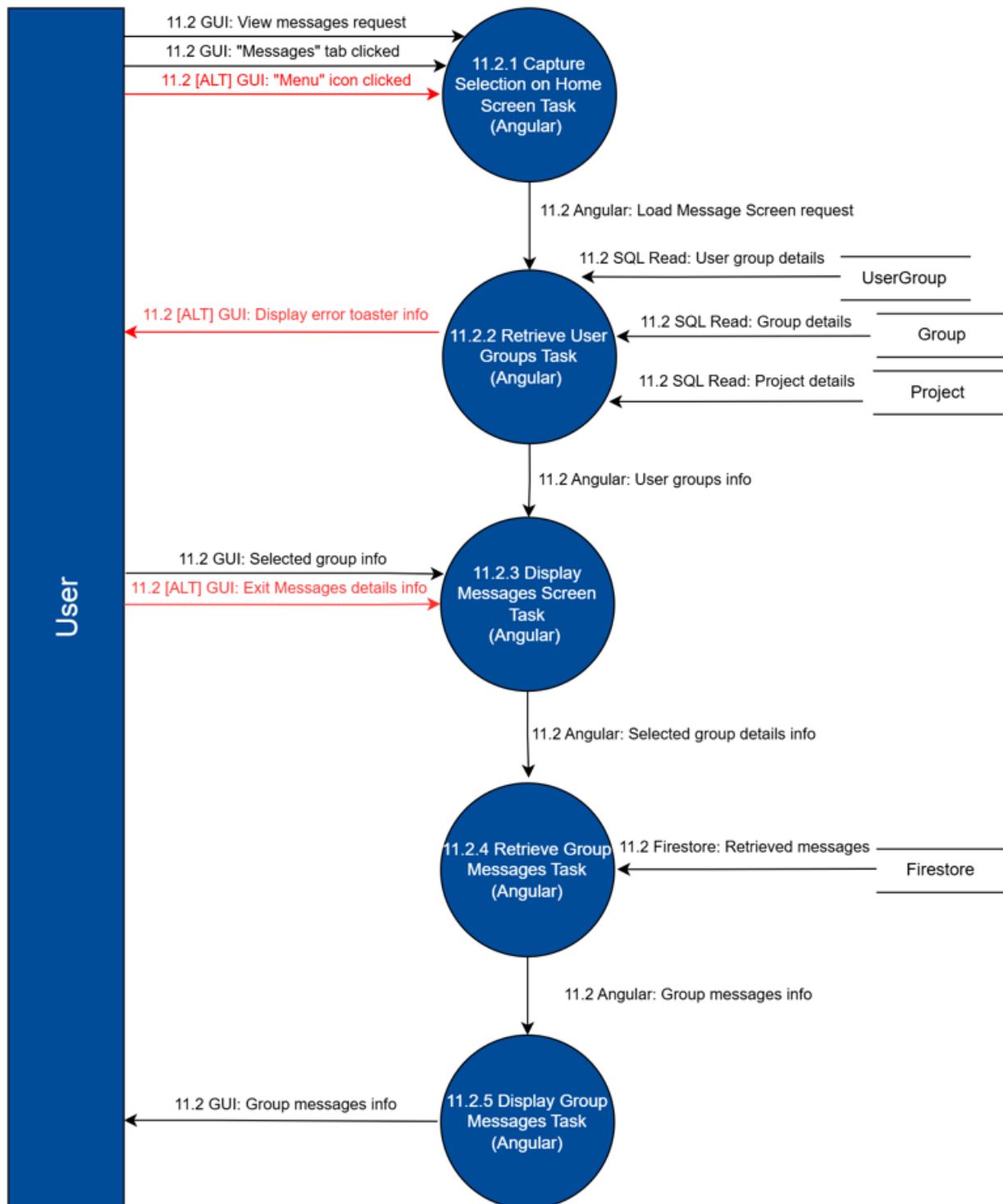


Figure 95: View Messages - Technical Primitive Level Diagram

2.12 Report Subsystem Technical Primitive Level Diagrams

2.12.1 Generate Custom Report

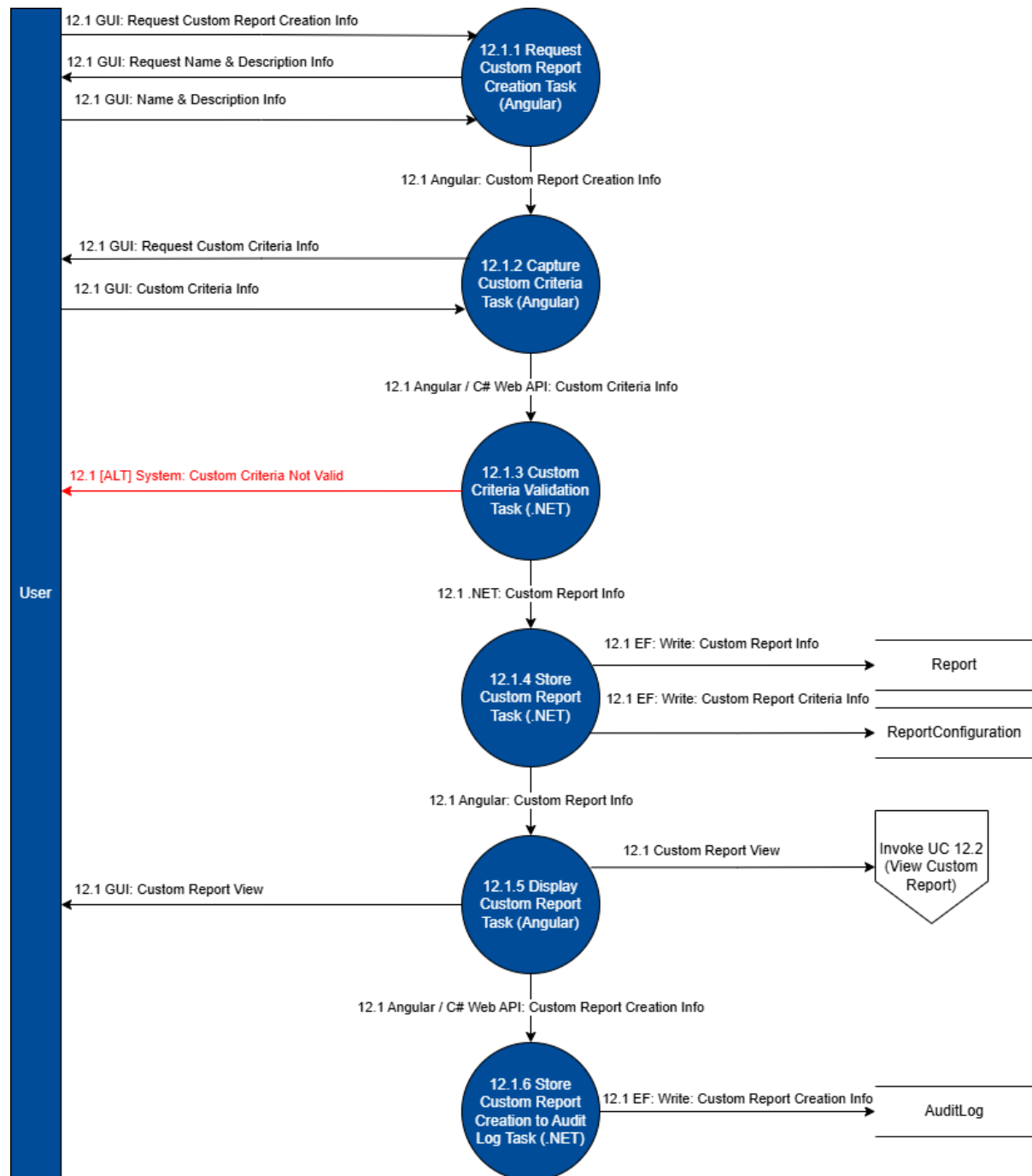


Figure 96: Generate Custom Report - Technical Primitive Level Diagram

2.12.2 View Custom Report

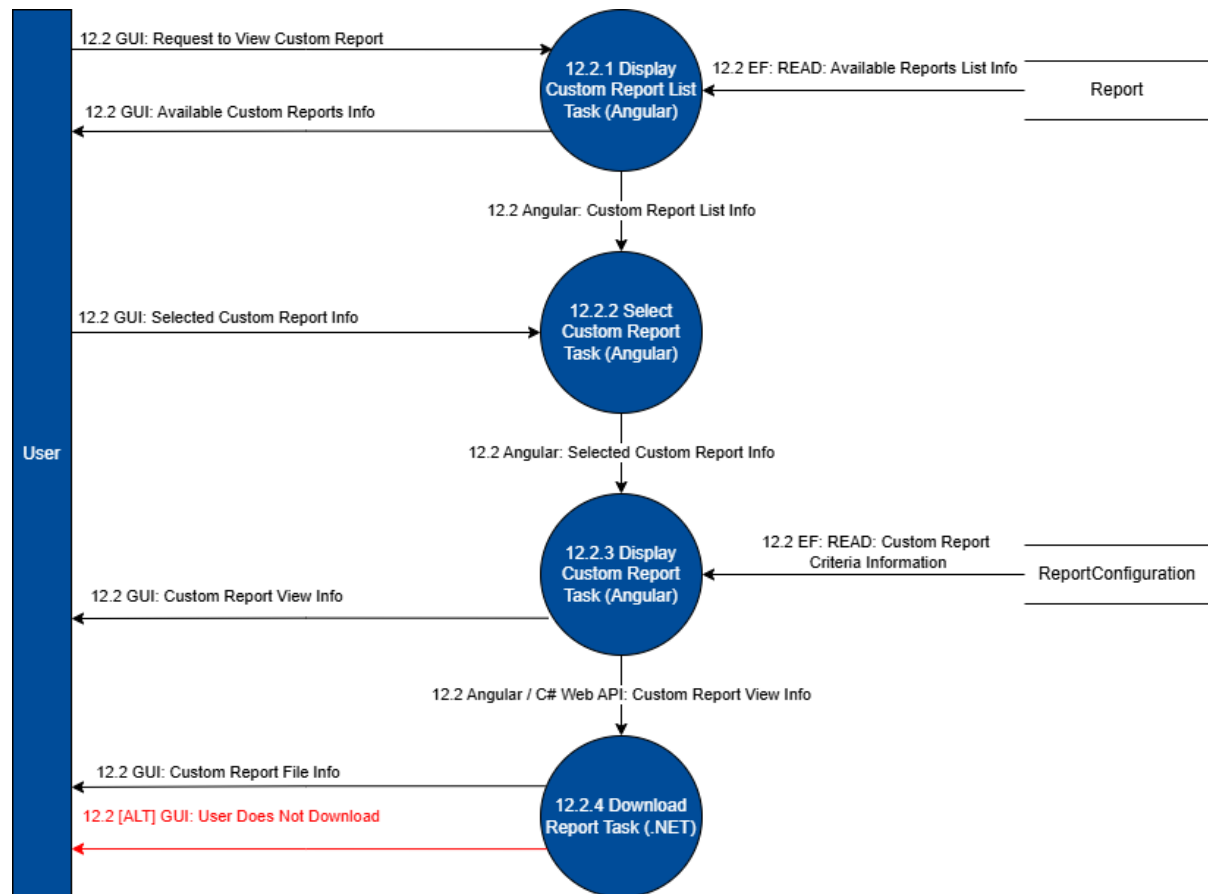


Figure 97: View Custom Report - Technical Primitive Level Diagram

2.12.3 Update Custom Report

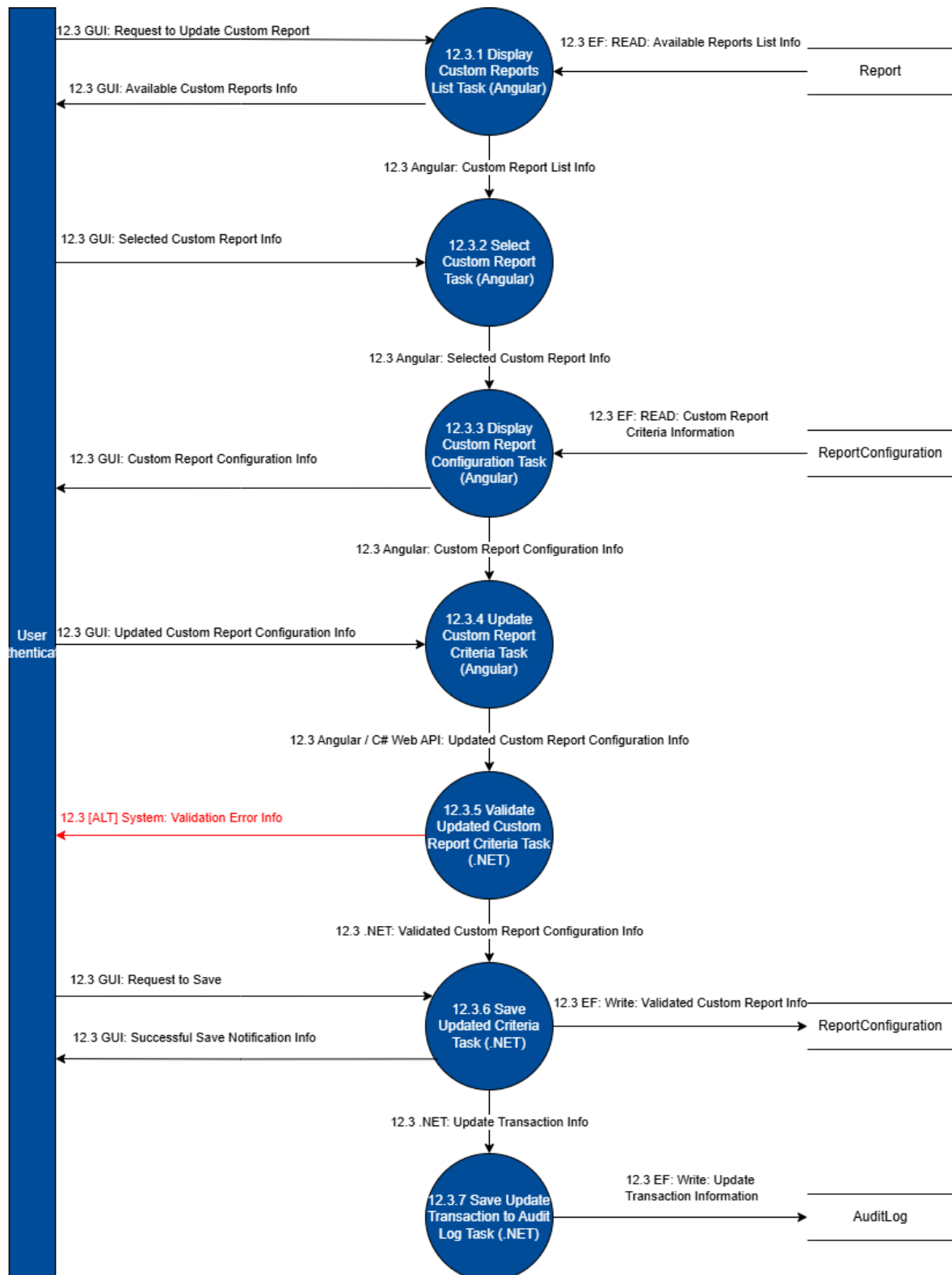


Figure 98: Update Custom Report - Technical Primitive Level Diagram

2.12.4 Remove Custom Report

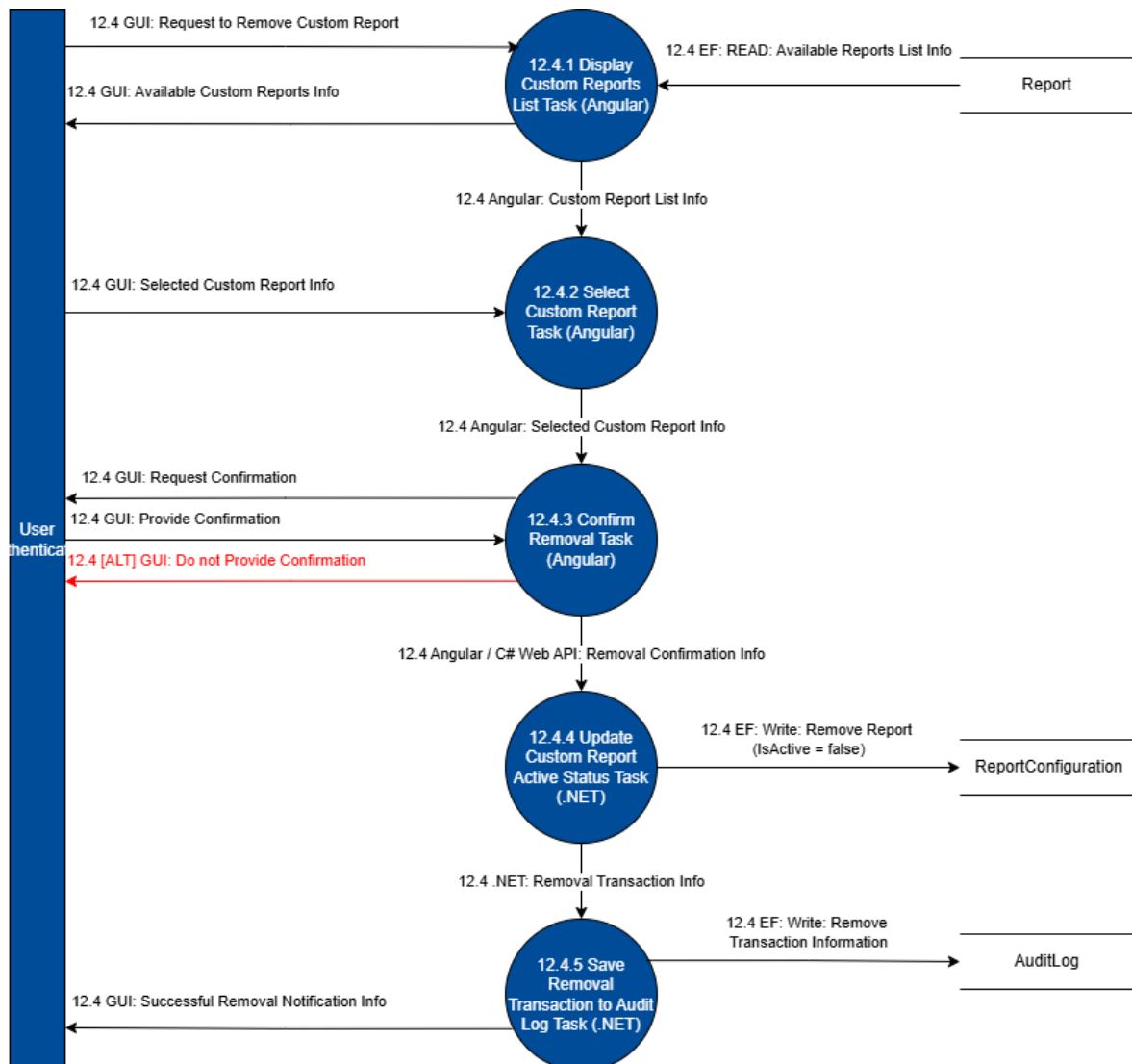


Figure 99: Remove Custom Report - Technical Primitive Level Diagram

2.12.5 View Bike Impact Report

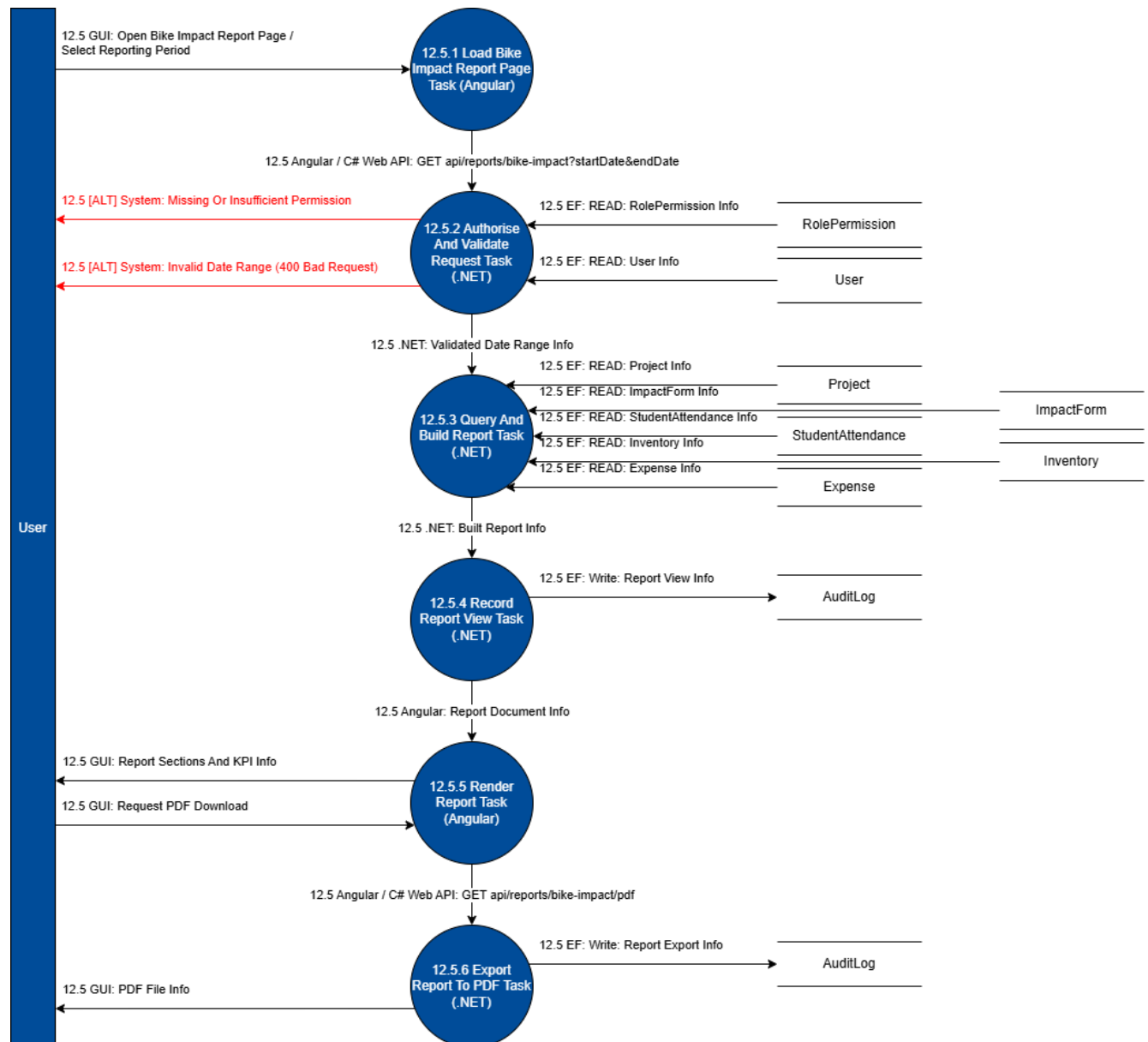


Figure 100: View Bike Impact Report - Technical Primitive Level Diagram

2.12.6 View Budget Report

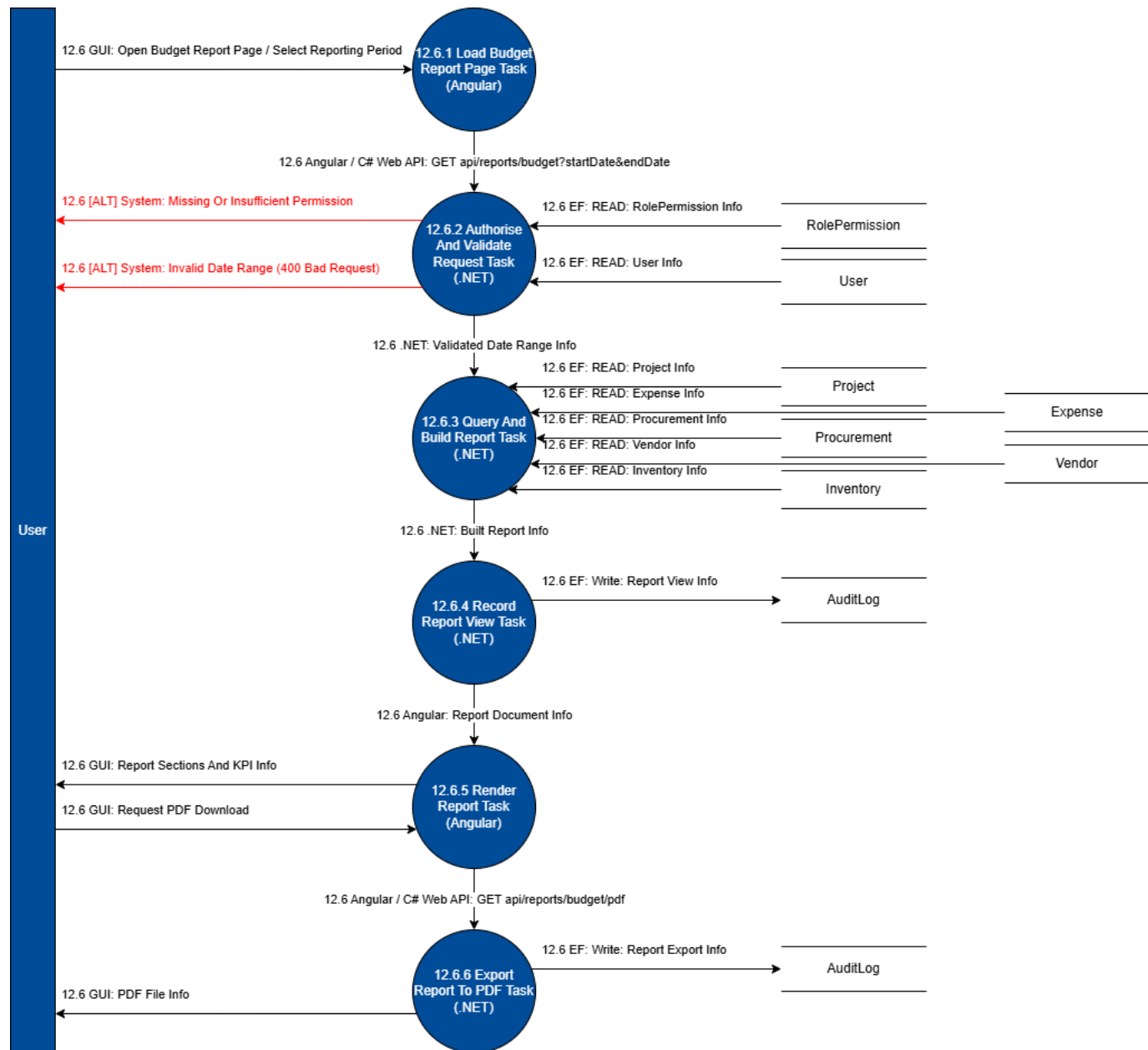


Figure 101: View Budget Report - Technical Primitive Level Diagram

2.12.7 View Rhino Report

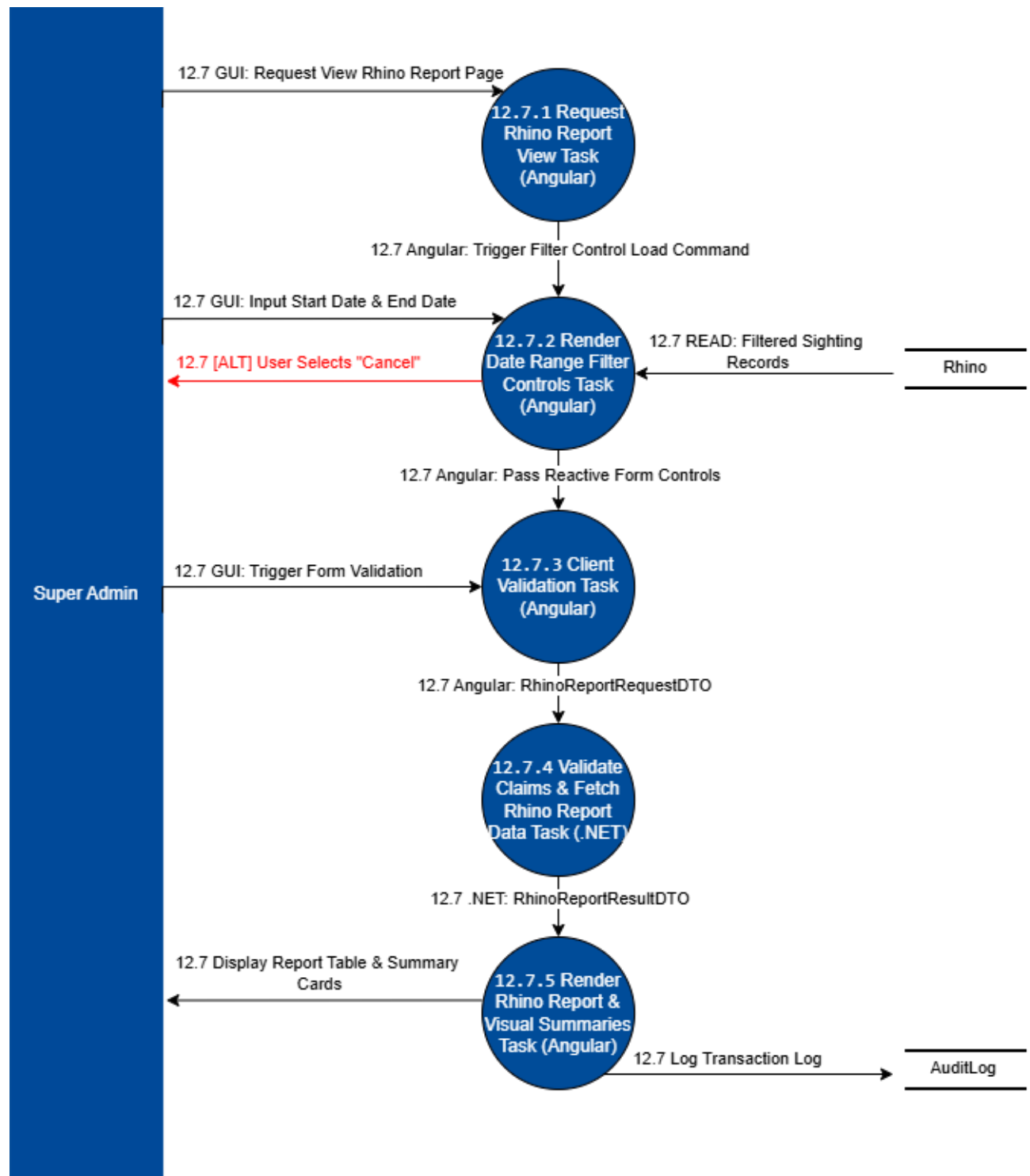


Figure 102: View Rhino Report - Technical Primitive Level Diagram

2.12.8 View Elephant Report

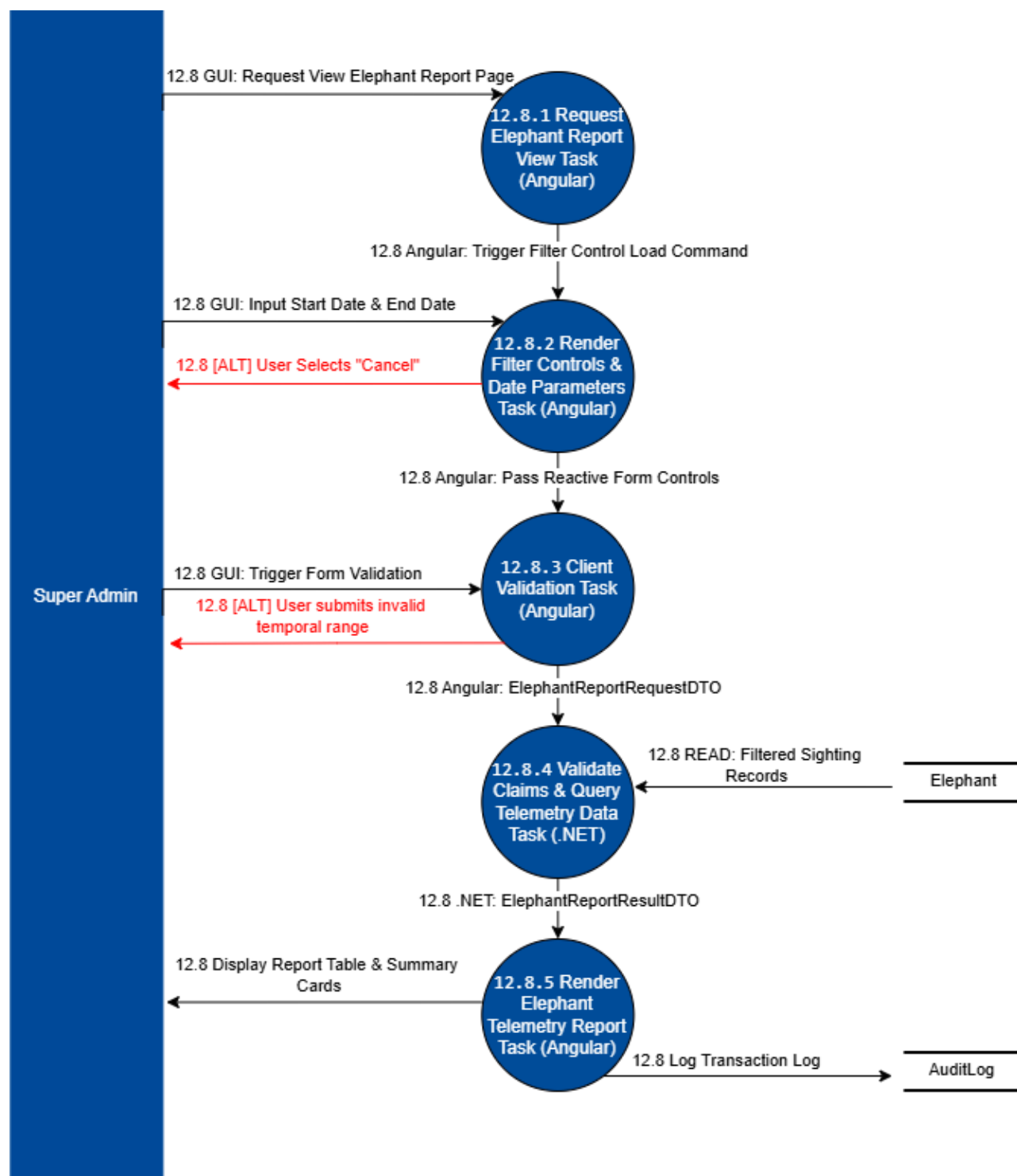


Figure 103: View Elephant Report - Technical Primitive Level Diagram

2.12.9 View K9 Report

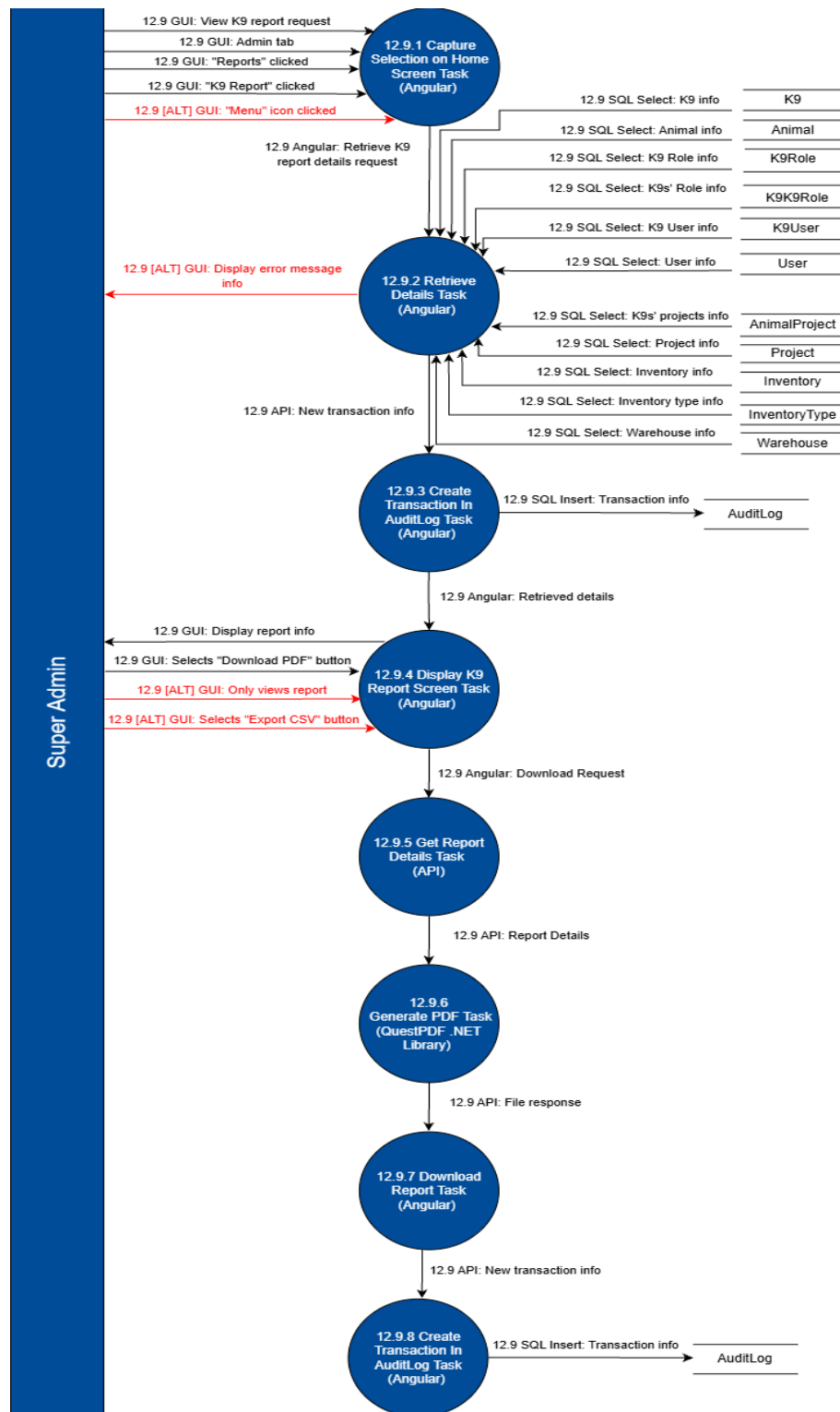


Figure 104: View K9 Report - Technical Primitive Level Diagram

2.12.10 View Machine Learning Dashboard

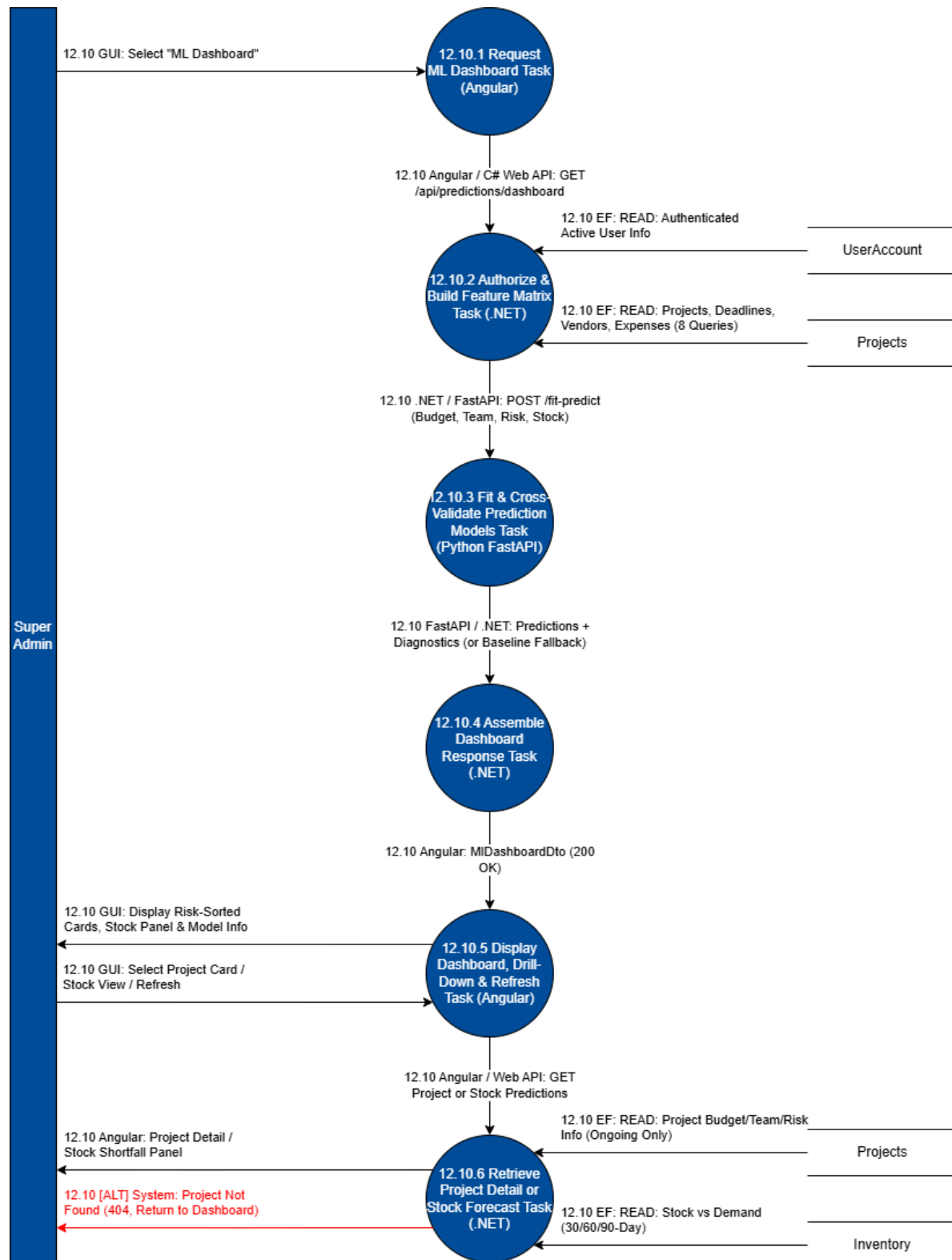


Figure 105: View Machine Learning Dashboard - Technical Primitive Level Diagram

2.13 System Subsystem Technical Primitive Level Diagrams

2.13.1 Backup System

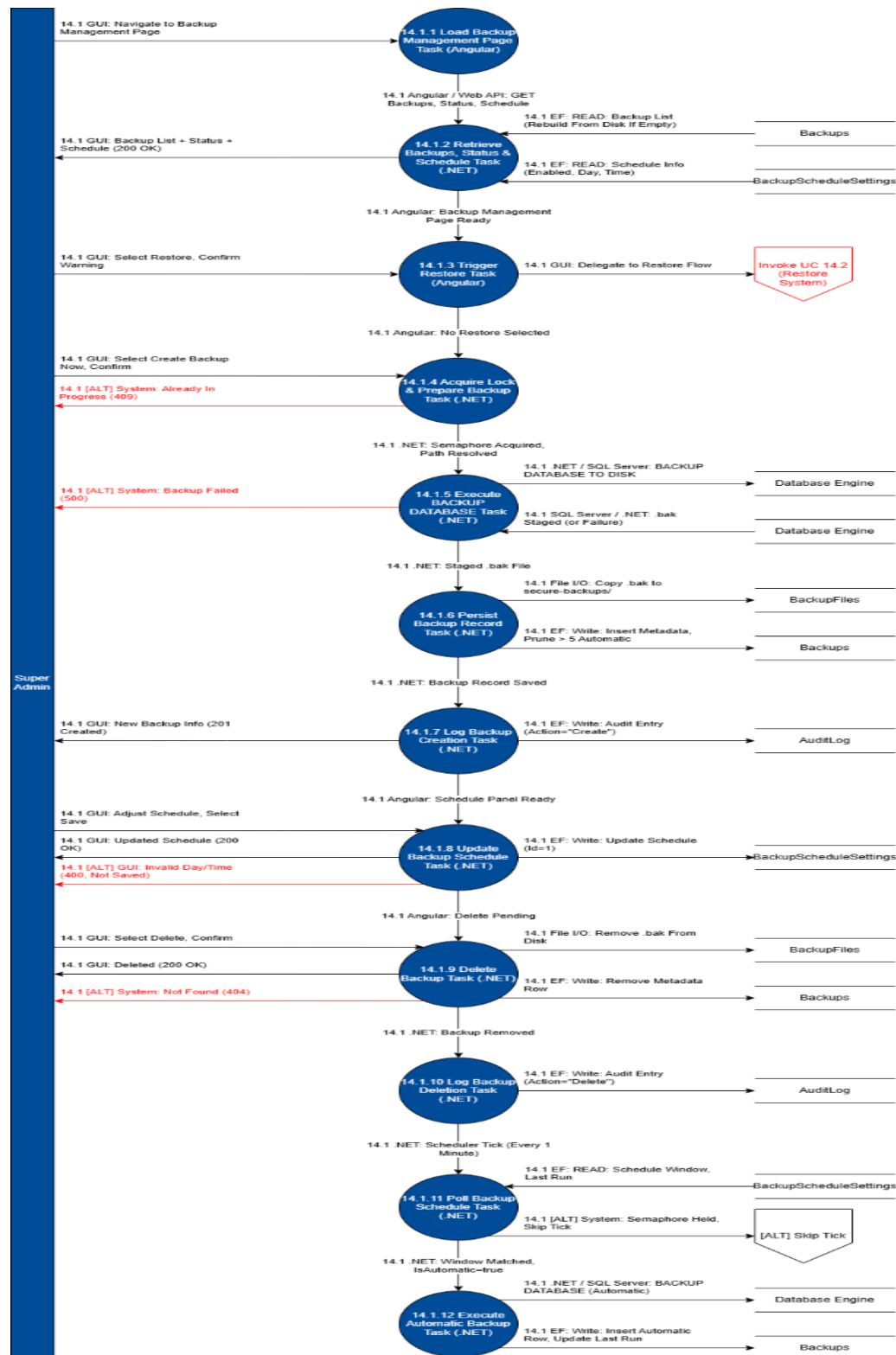


Figure 106: Backup System - Technical Primitive Level Diagram

2.13.2 Restore System

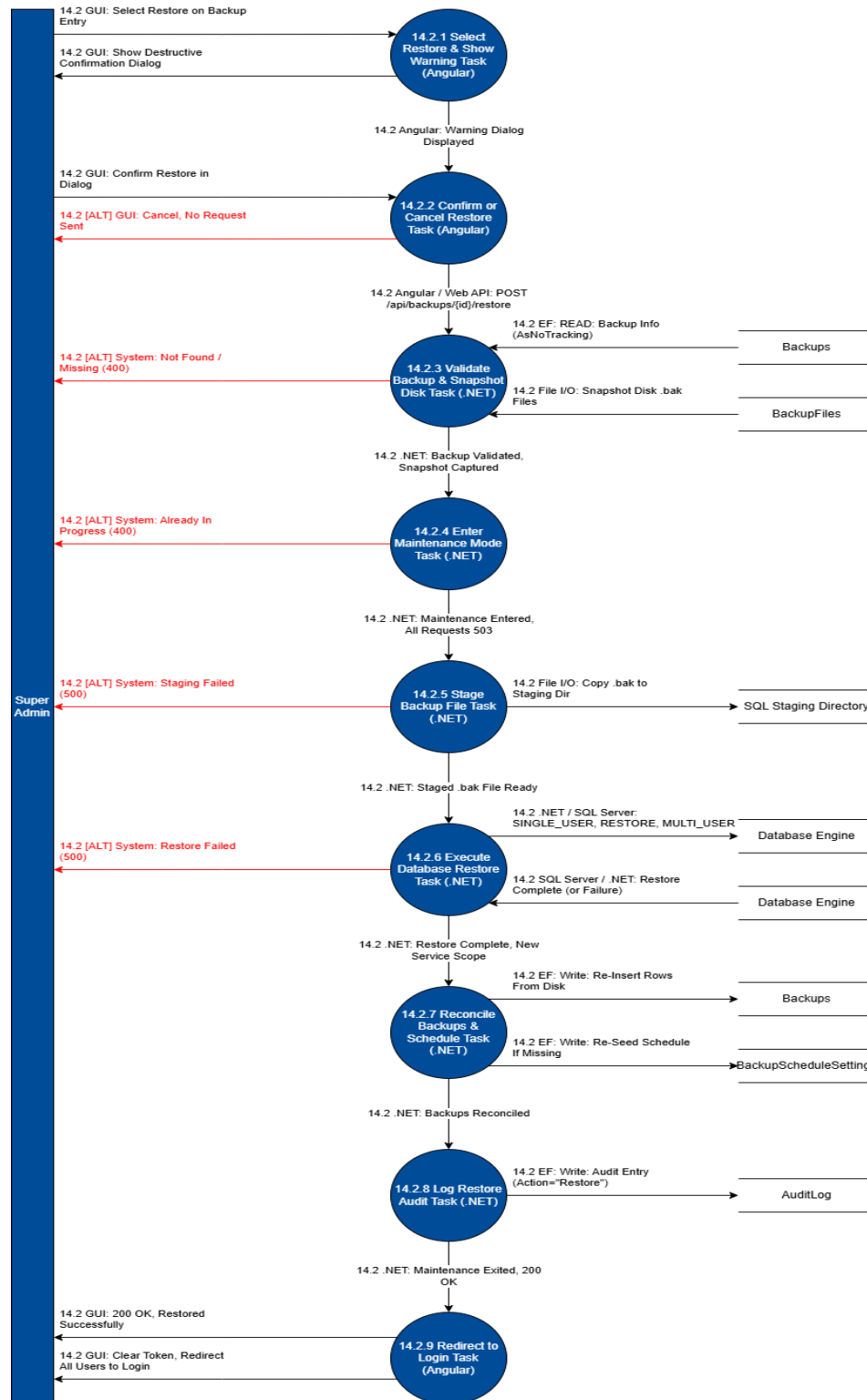


Figure 107: Restore System - Technical Primitive Level Diagram

2.13.3 View Audit Log

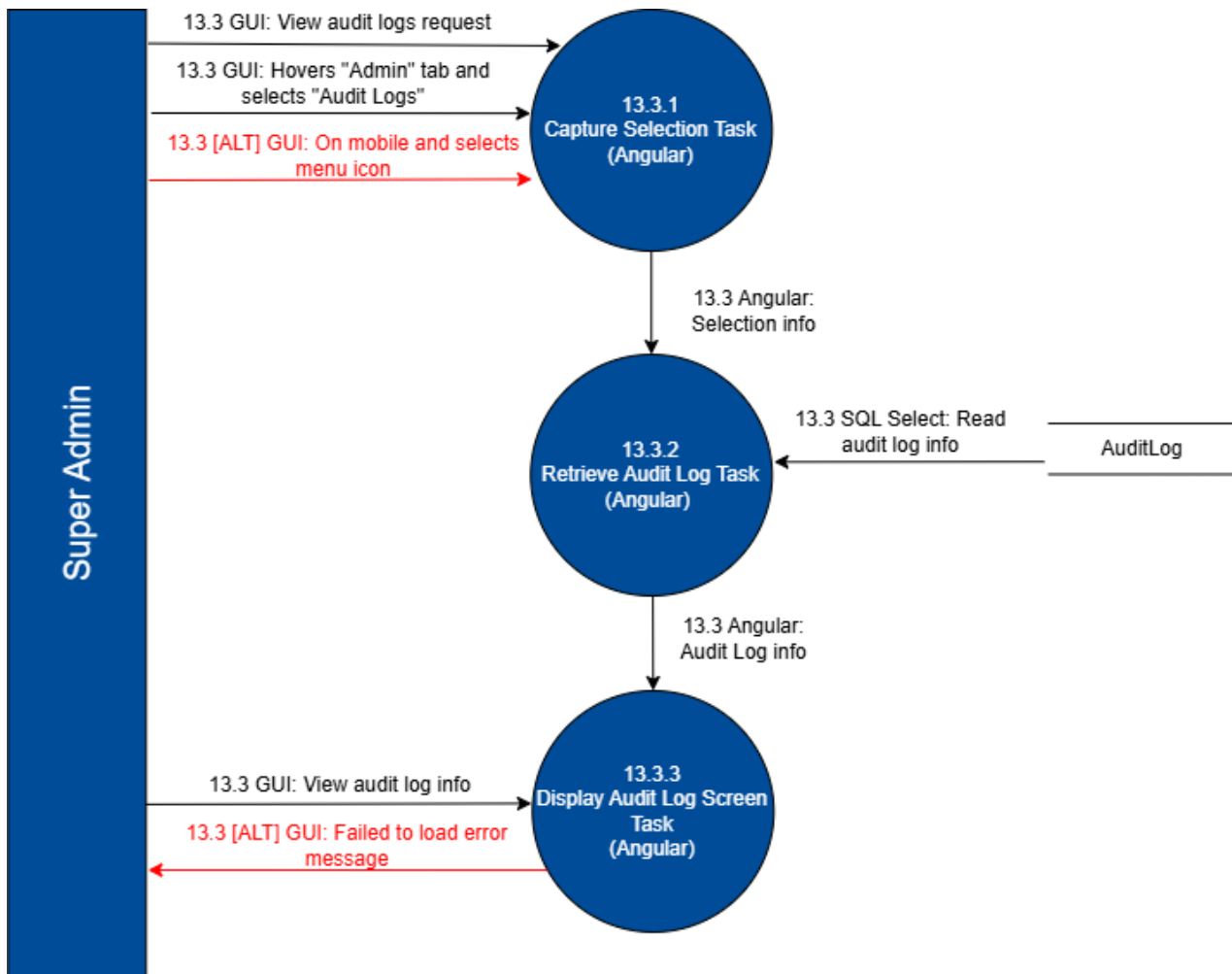


Figure 108: View Audit Log - Technical Primitive Level Diagram

2.14 Budget Subsystem Technical Primitive Level Diagrams

2.14.1 View Project Budget

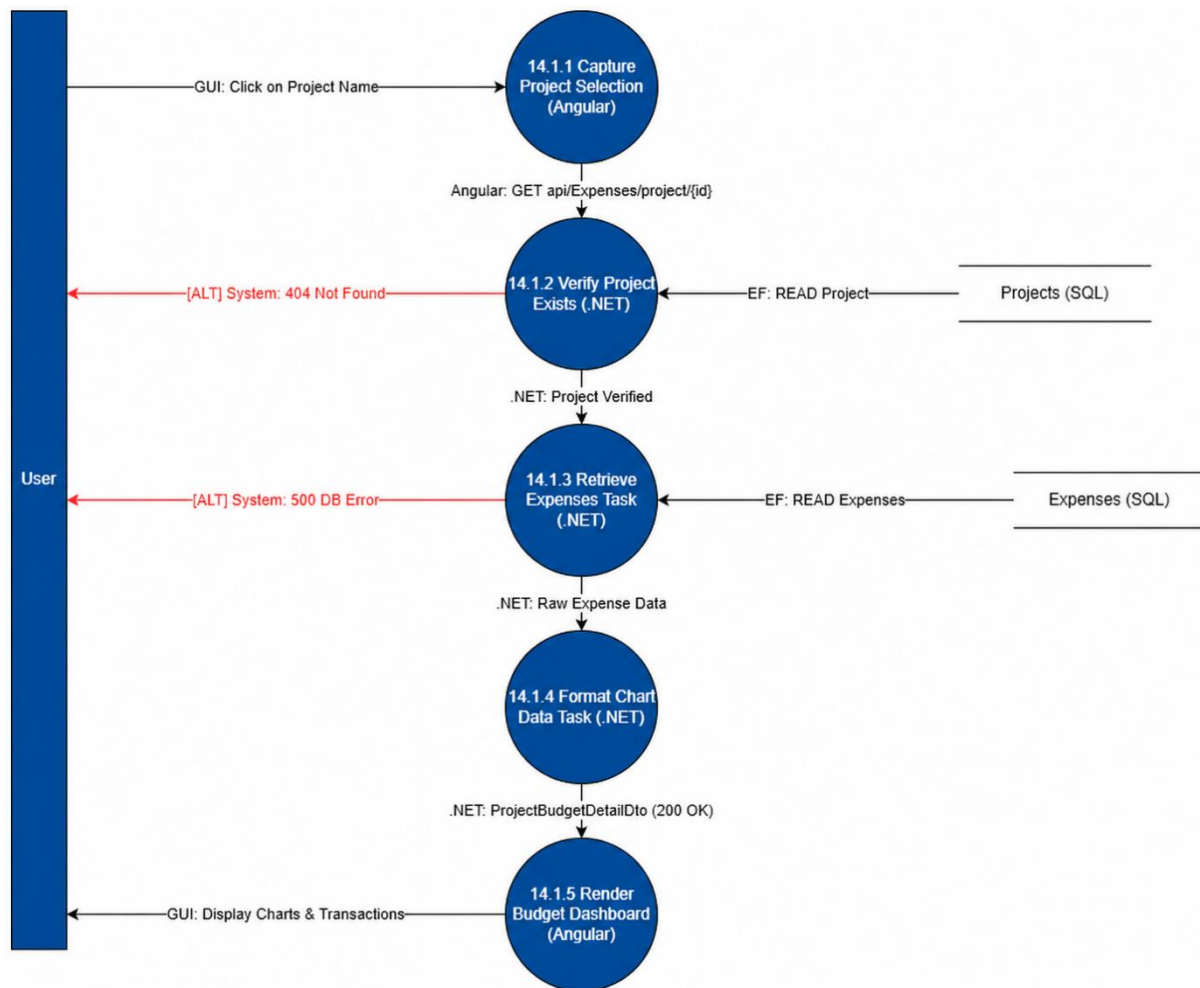


Figure 109: View Project Budget - Technical Primitive Level Diagram

2.14.2 View Project Budgets

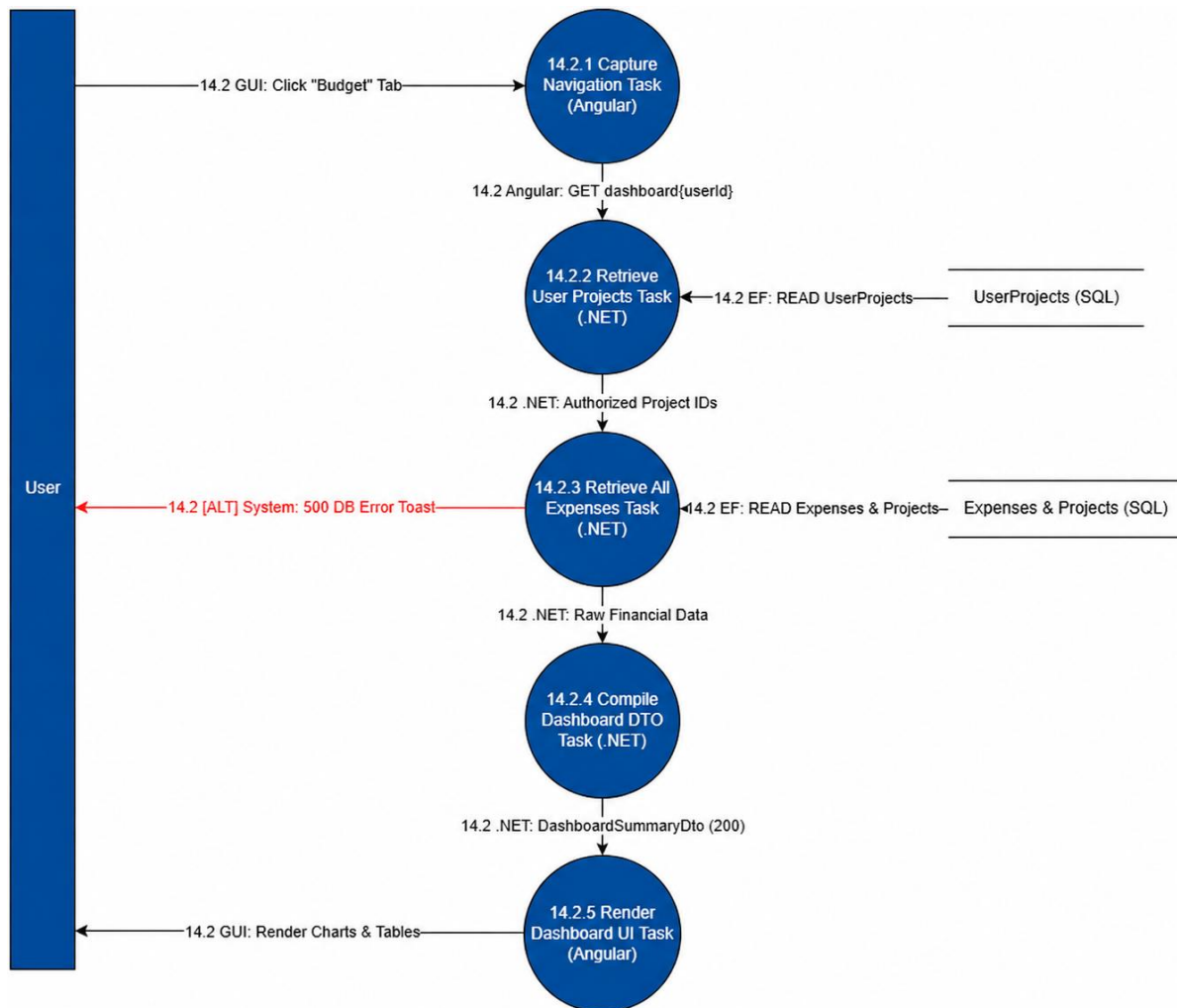


Figure 110: View Project Budgets - Technical Primitive Level Diagram

2.14.3 Log An Expense

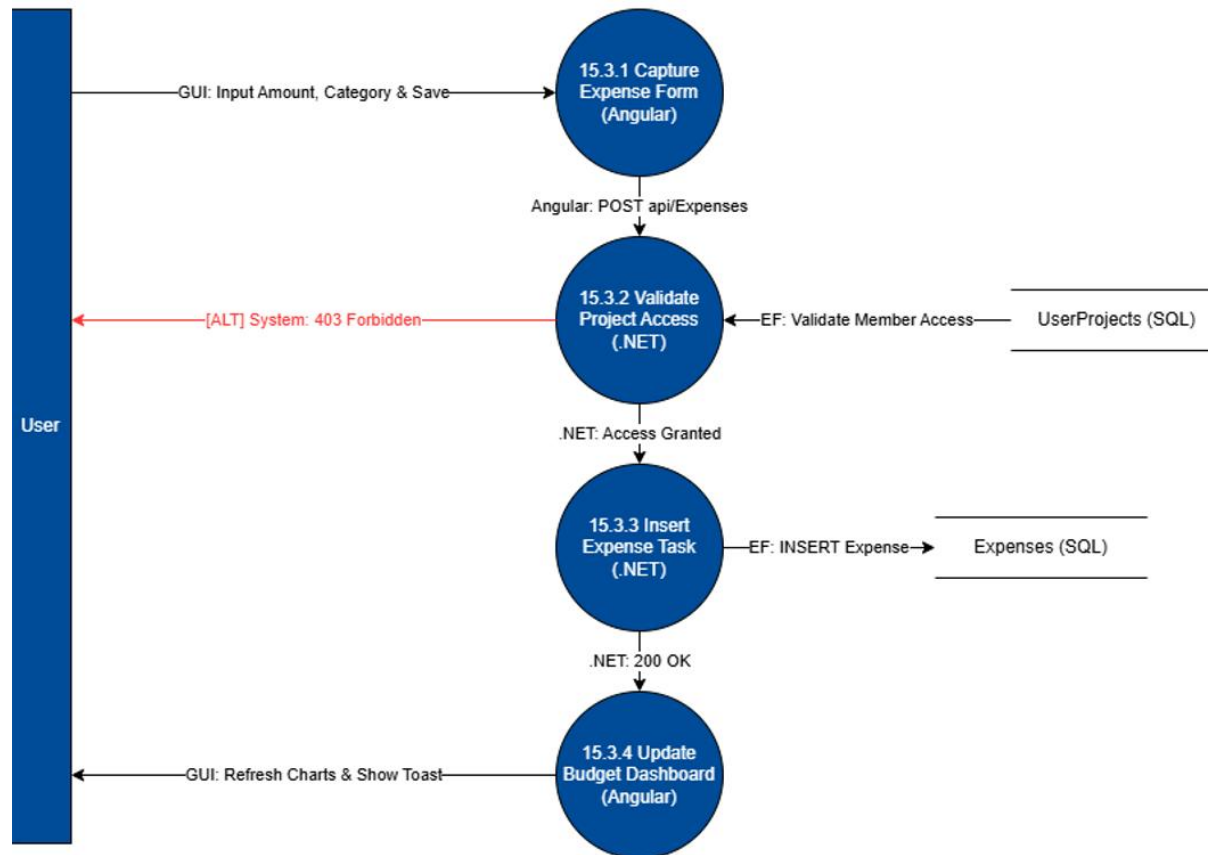


Figure 111: Log An Expense – Technical Primitive Level Diagram

2.14.4 Update An Expense

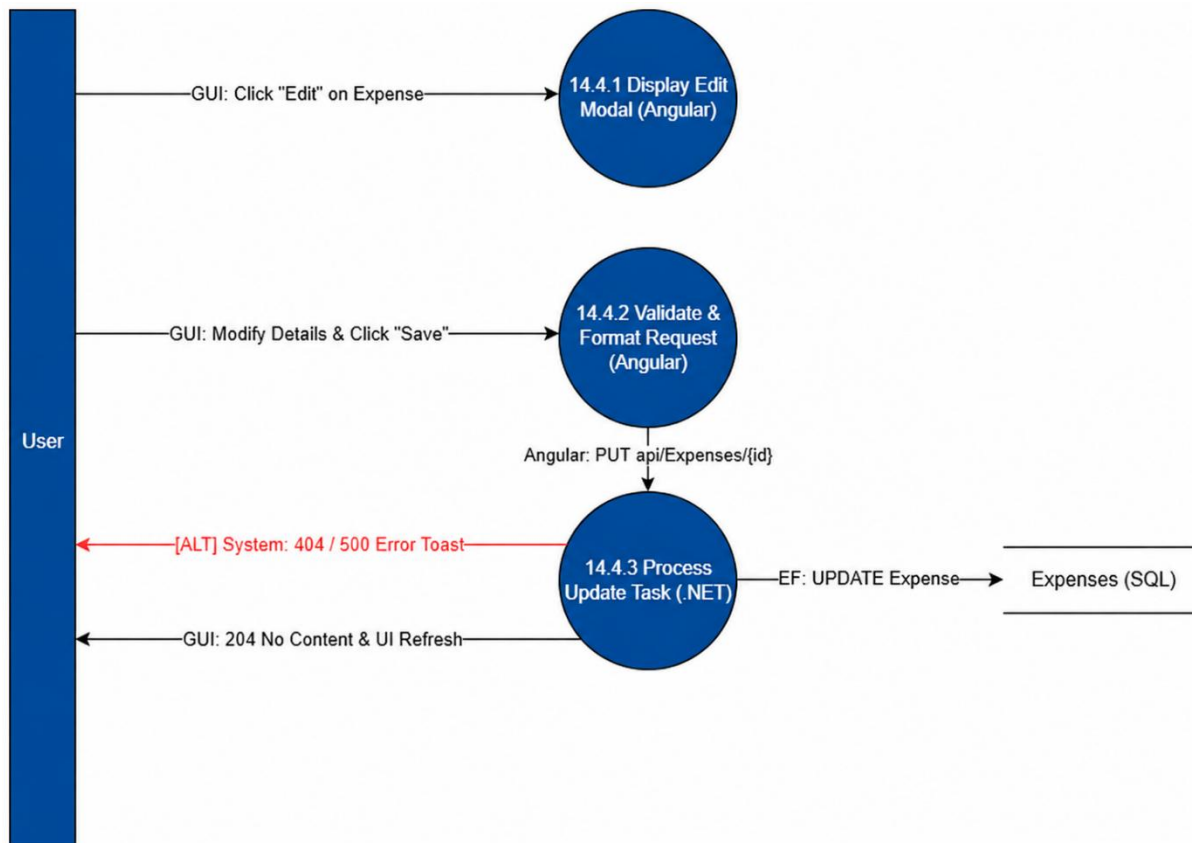


Figure 112: Update An Expense - Technical Primitive Level Diagram

2.14.5 View Expense

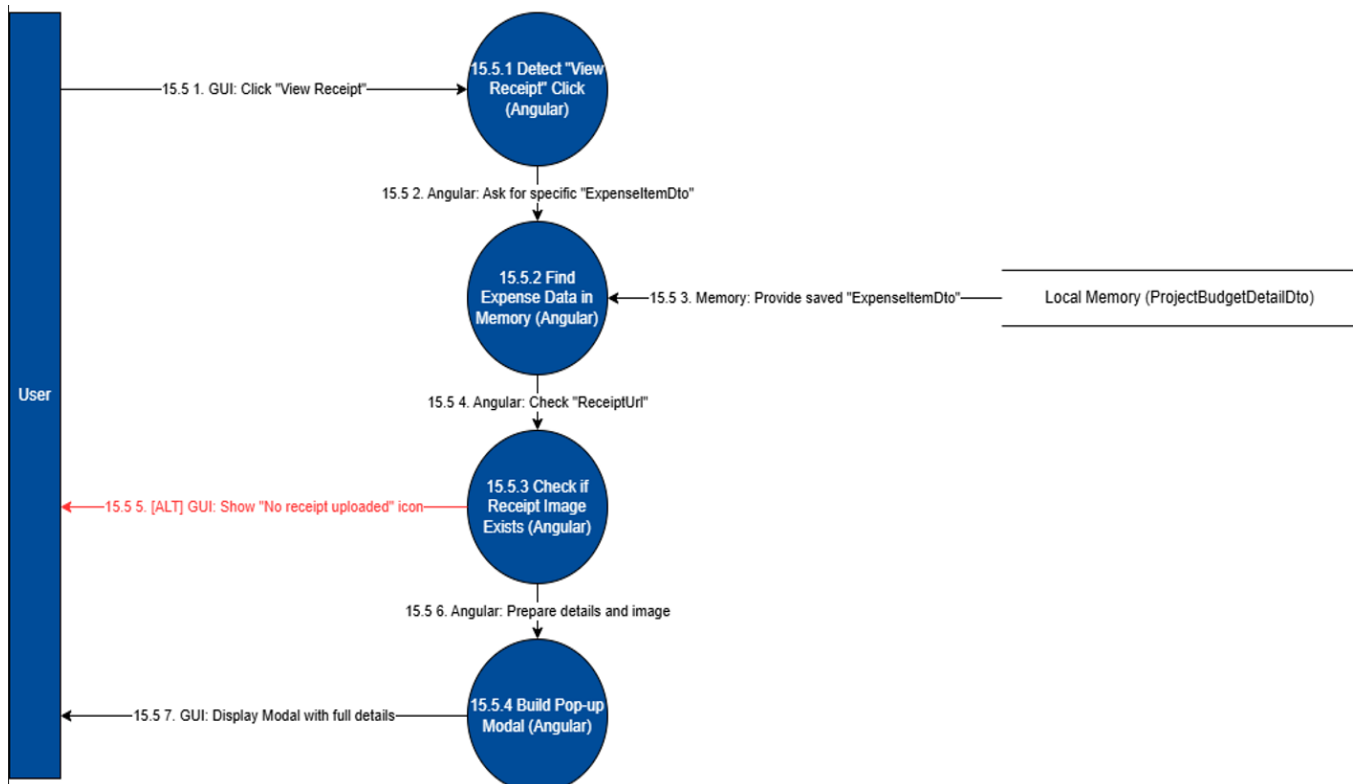


Figure 113: View Expense - Technical Primitive Level Diagram

2.14.6 Remove Expense

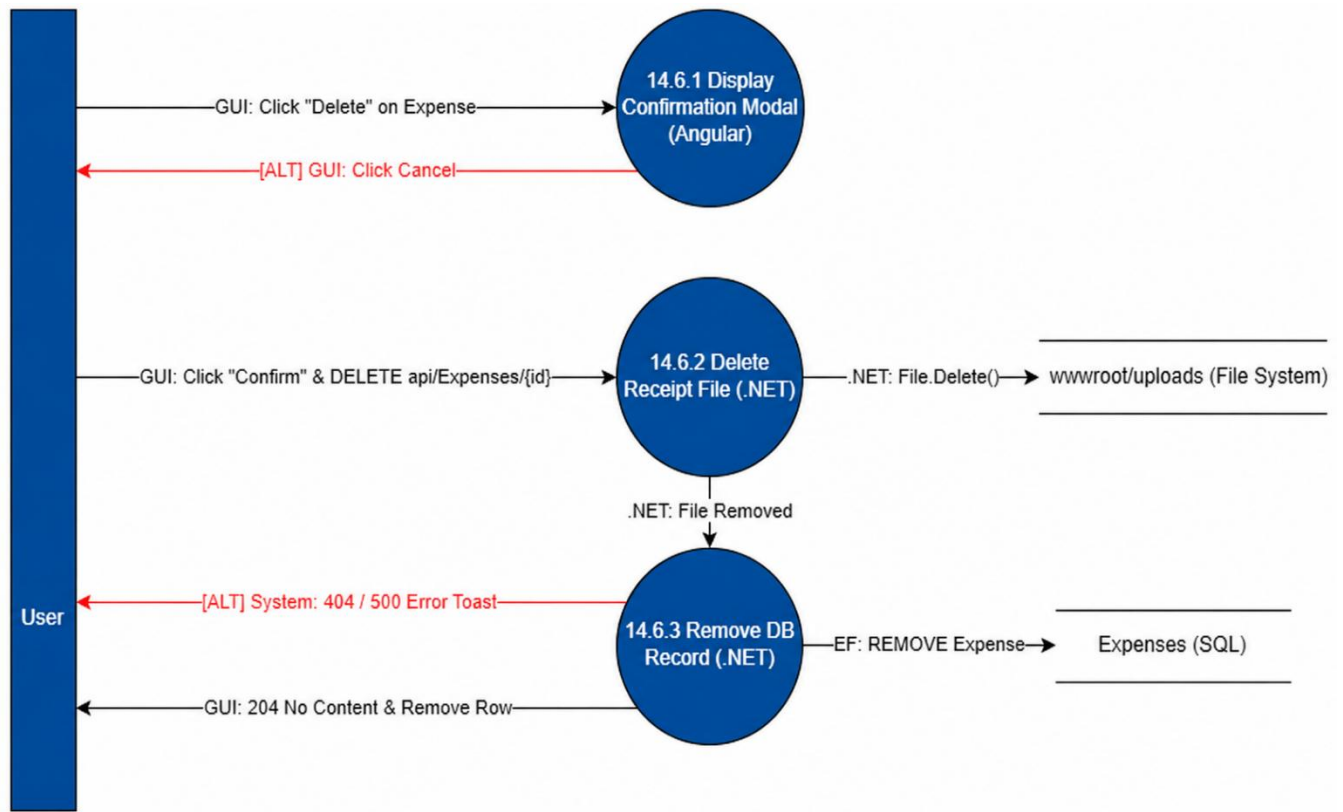


Figure 114: Remove Expense - Technical Primitive Level Diagram

3. Conclusion

This document outlined the technical primitive level diagram for the use cases defined for the proposed system for EPI-USE and groupelephant.com.

4. Sign-off by Client

Sign-Off Confirmation:

I, the undersigned, have reviewed the contents of this document and approved it as complete and accurate. I acknowledge that the information provided meets the requirements agreed upon with team 35, Canvas.

Client Name: Dané Coetzee

Signature: *Dané Coetzee*

Date: 11/08/2026

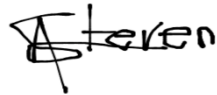
5. Sign-off by Team

Team member:

Name: Alexander Steven

Date: 16 August 2026

Signature:



Team member:

Name: Amahle Khoza

Date: 16 August 2026

Signature:



Team member:

Name: Christopher Bailey

Date: 16 August 2026

Signature:

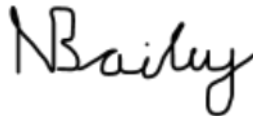


Team member:

Name: Nicholas Bailey

Date: 16 August 2026

Signature:



Team member:

Name: Stephan Bredenmann

Date: 16 August 2026

Signature:

