

KCG ITEM MANAGEMENT SYSTEM PLAN

(Direct Goods, Indirect Goods & Assets)

1. Purpose

This document defines how the system will manage Direct Goods, Indirect Goods, and Assets using a single dynamic item form.

2. Item Types Overview

Direct Goods: Items directly used in construction such as cement, steel, cables.

Behavior: Stored in inventory, issued to site, consumed, unused items can be returned.

Indirect Goods: Items supporting work like safety gear, fuel, small tools.

Behavior: May or may not be stored, usually consumed, not returned.

Assets: Long-term items like machinery and vehicles.

Behavior: Not consumable, tracked, returnable, requires maintenance and depreciation.

3. Core System Approach

Use a single item form with item type selection for all item categories.

4. Item Form Design

- 1 Common Fields: Item Name, Category, Unit, Description
- 2 Item Type Selector: Direct Goods, Indirect Goods, Asset

5. Dynamic Behavior

- 1 Direct Goods: Inventory tracking, issue to site, return allowed (unused only)
- 2 Indirect Goods: Optional inventory or direct project use, no return
- 3 Assets: Lifecycle tracking, purchase info, maintenance, no stock handling

6. Operational Flow

- 1 Goods Receipt: Direct & Indirect (inventory)
- 2 Material Issue: No source reference required

- 3 Site Transfer: No source tracking
- 4 Returns: Based on item type rules

7. Return Handling

- 1 Direct Goods: Return unused items via Return Goods Voucher
- 2 Indirect Goods: No return
- 3 Assets: Fully returnable with condition tracking

8. Asset Handling

- 1 Movement tracking
- 2 Maintenance records
- 3 Depreciation calculation

9. User Experience

- 1 Single form reduces complexity
- 2 Dynamic fields improve usability
- 3 Prevents incorrect data entry

10. Key Rules

- 1 Direct Goods: Return allowed (unused)
- 2 Indirect Goods: No return
- 3 Assets: Always returnable
- 4 Depreciation: Only for assets
- 5 No source reference needed for issue/transfer

11. Summary

This system provides a simplified and scalable approach for managing different item types in construction workflows.