

ProjectManager

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ProjectManager

Kind: Class

Source: [atloria-monorepo/packages/core/src/managers/project-manager.ts](https://github.com/atloria-monorepo/packages/core/src/managers/project-manager.ts)

ProjectManager handles project business logic

This class is framework-agnostic and can be used in any environment

Methods

Method	Signature	Returns
<code>validate</code>	<code>validate(project: Partial<Project>)</code>	<code>ValidationResult</code>
<code>canAccess</code>	<code>canAccess(user: User, project: Project)</code>	<code>boolean</code>
<code>getUserRole</code>	<code>getUserRole(user: User, project: Project)</code>	<code>`UserRole</code>
<code>canEdit</code>	<code>canEdit(user: User, project: Project)</code>	<code>boolean</code>
<code>canDelete</code>	<code>canDelete(user: User, project: Project)</code>	<code>boolean</code>
<code>canCreateDocuments</code>	<code>canCreateDocuments(user: User, project: Project)</code>	<code>boolean</code>
<code>canManageSettings</code>	<code>canManageSettings(user: User, project: Project)</code>	<code>boolean</code>
<code>canView</code>	<code>canView(user: User, project: Project)</code>	<code>boolean</code>
<code>getPermissions</code>	<code>getPermissions(user: User, project: Project)</code>	<code>void</code>

Where it refuses work

- `ProjectManager` stops the work with an early return when `!this.canAccess(user, project)`, in 5 places.