

UCCA CONTROL PLANE ARCHITECTURE

CONCEPTUAL · MARCH 2026 · WORKING DOCUMENT · FOR INTERNAL DISCUSSION

One codebase. Four permission tiers. Visibility determined by credentials. Every new world inherits the same structure.

LAYER 1 · UCCA OPS · GOD MODE

VISIBILITY: Tim + Alex only | ACCESS: Everything | SURFACE: ops.ucca.online

- Infrastructure State
- Health
- Access Control
- Engine Diagnostics
- Terraform
- Authority Catalogue
- Aggregate Financials
- Aggregate Telemetry
- All Worlds

LAYER 2 · SU OVERLAY · YOU SEE THIS, THEY DON'T

VISIBILITY: UCCA only (superuser into any world) | The containment box | Cost-to-serve + margin visibility

- Billing (UCCA view)
- Tech Notes
- Engine Logs
- Triad Management
- Sandbox
- SU Override
- Diff Reports
- Resource Telemetry (cost)
- Triad Lifecycle

LAYER 3 · WORLD CONTROL PLANE · DOMAIN ADMIN

AU VET — RTOpacks

VISIBILITY: Domain admin | Manages their world | Cannot see other worlds or UCCA

- RTO Database
- Compliance Docs
- Enrichment Pipeline
- Search Config
- User Mgmt
- Analytics
- Billing Config
- Revenue View
- Support Queue
- Resource Telemetry
- Notifications
- Audit Log

LAYER 4 · CLIENT VIEW · END USER ONLY

VISIBILITY: Own data only | Product experience | No admin, no engine, no UCCA | World-branded, zero fingerprinting

- RTO Search
- My Compliance
- My Documents
- Payment / Billing
- Support Tickets
- Notifications
- Account

The client sees a complete product. They don't know the other layers exist. The engine is invisible.

US DEFENCE [FUTURE] Same 4 layers

HEALTHCARE [FUTURE] Same 4 layers

AVIATION [FUTURE] Same 4 layers

ARCHITECTURE: One world control plane codebase. Four permission tiers determine visibility. New world = new tenant, same template.