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| **Use Case Name** | Receive Store Order | | **ID** | VT-001 |
| **Project / Area** | Bullseye 2025 | | **Version** | 1.0 |
| **Author** | Nevarre Sokolowski | | **Date** | Mar 27, 2025 |
| **Priority** | Medium | |  |  |
| **Risk** | Low | | **Use Case Type:** | |
| **Source** | Warehouse logistics | | **Business Requirement**  **System Analysis** | |
| **Primary Actor** | Warehouse Manager | |
| **Other Actors** | Admin | | | |
| **Other Interested Stakeholders** | Store Manager | | | |
| **Description** | Warehouse Manager receives Store Order from a site. | | | |
| **Precondition(s)** | Store Order | | | |
| **Trigger(s)** | Store Order received | | | |
| **Action** | | **Response / Description / Info** | | |
| Notification of New Order | | When Store Order received | | |
| Warehouse Manager clicks receive to change status of Order to “received” | | Indicates to Store Manager that Order has been received. | | |
| Send order to warehouse floor for assembly | | Prepare Order for delivery. | | |
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| **Alternate Flow(s)** | | **Response / Description / Info** | | |
| If not enough stock, automatically add those items to backorder for that store | |  | | |
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| **Conclusion** | Use case concludes when order is sent to warehouse floor for delivery. | | | |
| **Post condition** | Order is assembled and sent out for delivery. | | | |
| **Business Rules** |  | | | |
| **Constraints, Specifications, Performance Requirements** |  | | | |
| **Technology and Data** | C# or Java Desktop App | | | |
| **Frequency** | When Store Order received | | | |
| **Assumptions** | Enough stock is on hand to fulfill order | | | |
| **Notes / Issues** |  | | | |