Farm Manager Validation Scenario

# Start up

John is a 55-year-old sheep and beef farmer who has just signed up for the ***FarmView*** online farm management package. He has opted for the DIY version where the farmer builds the map himself rather than have a ***FarmView*** consultant set the system up for him.

Johh is using a laptop running Windows 7. He also has a PC linked to 42” wall-mounted touchscreen.

Johns starts up his laptop and then clicks on the “Start FarmView” option. The ***FarmView***  home screen appears prompting John to enter his farm pin number. If this is the first time John has used ***FarmView*** he will be asked to confirm his pin

John enters his pin number and he is presented with three options:

* Manage map
* Manage paddocks
* Manage stock
* Exit

John selects the first option and a world map appears on screen.

# Building the Farm Map

1. John locates his farm on the map.
2. He selects the “Add Paddock” option and begins marking out the corners of a paddock.
3. If John marks a wrong spot on the map, he can select “Remove Last Corner”.
4. Once John has marked all the corners he selects “Complete Paddock”. A box appears in which he is asked to fill out the paddock ID and name. He then selects “OK”.
5. After prompting John to confirm the data he has entered, the paddock is drawn by connecting up the markers, after which the markers are deleted. The paddock is labeled with its ID, name and area (ha).
6. John can also delete a completed paddock, by selecting the paddock and then choosing the “Remove Paddock” option.
7. John repeats this process until all the paddocks are drawn or he has had enough for the day. He then selects “Home” to return to the startup screen.
8. John now selects Manage Grazing

# Manage Paddocks

1. Initial view
   1. Paddock ID, name, area
   2. Stock location, count
2. Select paddock
   1. Paddock highlighted
   2. Info box displays
      1. Id, name, area
      2. Current stock count
      3. Feed capacity
      4. Grazing history
      5. Todo list

# Manage Stock

1. Initial view
   1. Id, name, last grazed date, feed capacity (grazing days)
   2. Stock location (red border if due to be moved)
2. Options
   1. Show all last grazed more than \_\_\_ days ago
      1. Highlight all paddocks meeting condition
   2. Update stock location
      1. Select paddock
      2. Select update option
      3. Select new paddock
      4. Show update box (defaults based on data from current paddock)
         1. stock type, count (default = data from previous paddock)
         2. start date (default = data from previous paddock + 1day)
         3. scheduled days in paddock (default = calculate from feed capacity)
         4. Update of one paddock must cascade through subsequent schedule
   3. Show grazing plan
      1. Tabular representation of stock location, type, count by day
      2. Traffic lights warning:
         1. red light if plan out of date
         2. amber light if incomplete (some stock not include, some parts out of date)
         3. green light if all stock accounted for and all parts are up to date.

# Managing Grazing

1. John’s farm map now appears on the wall-mounted touch screen.
2. Each paddock displays its ID , name.
3. In addition, paddock #5 displays a cow icon and 50 MA.
4. Paddock #1 displays a bull icon with 2B while #13 has a cow icon and 12 R1, 15 R2 with a red border.
5. When John selects Paddock #12, the paddock border is highlighted and a box displays:
   1. Paddock ID: 12
   2. Paddock name: Schoolhouse
   3. Paddock area: 5.3 ha
   4. Feed capacity: 150 sud or cow-days (calculated thus: SELECT sum(SC\_Count \*Stock\_ Units \*(G\_Date\_Out-G\_Date\_In))/sum(G\_Date\_Out-G\_Date\_In) FROM StockCount, Stock\_Type, Grazing WHERE Paddock\_Farm\_F\_ID= :Paddock\_Farm\_F\_ID and Paddock\_P\_ID= :Paddock\_P\_ID and Grazing\_G\_ID=G\_ID and Stock\_Type\_S\_ID=S\_ID;
   5. To do list
   6. Grazing history (stock-type, stock count, date in, date out)
6. If John selects #5, then in addition to the above information, the grazing plan for that mob is displayed, highlighting when the mob is next due to be moved. The red border around #13 warns John that this group of cows should be moved immediately.
7. If John selects “Show grazing plans” then the grazing plan for each mob will be displayed by
   1. Colour coding for each mob
   2. Showing the sequence of grazing (numbers)
   3. Showing the projected exit date from each paddock
8. John selects the grazing plan option. The paddocks now have their feed capacity and the date they were last grazed added to their labels. John is prompted to enter the number and class of stock to be included in the grazing plan and the starting date.
9. John selects paddock 10. A box shows the total of how many days the mob can be fed and what date they should be moved out of #10. He then selects another paddock and the grazing days and exit date are cumulated. He continues for the desired time and the selects “Complete grazing plan”. The plan is then saved. Otherwise he can select “Cancel Grazing Plan”.
10. If John selects #5 then he can opt to
    1. Do nothing
    2. Update the grazing plan, if stock are to be moved earlier or later.
    3. Halt the grazing plan with #5
    4. Cancel the current grazing plan after #5 and continue with a new plan.
11. John has finished his grazing plan and selects “Home” to return to the starting page.
12. He then selects “Exit” to quit the system.

## SUD

Stock Unit x Days. Stock class stock units x stock count x ave no of days spent in paddock at that time of year . No of days is calculated by averaging results in data base for grazing days spent in paddock for that time of year ( three months – one month before, one month after)

E.g. for 50 mixed age cows, who averaged 3 days in paddock, = 6x50x3= 900 sud or 150 cow-days

## Icons

Cow



Cow



Sheep



Sheep



Goat



Goat



Bull



Bull



Deer



Deer



Ram



Ram

