

Release Sprint

3-Week Roll Call; List of Use Cases

Assignment in the course PA1415 [Programvarudesign](#)

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[Group GitHub repository link](#)

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System Description

A system for managing and interacting warehouse with features for simultaneous users, the tracking and movement of goods, and communication.

Actors:

User: Actor responsible for micro-management (warehouse interactions).
Administrator: Actor responsible for macro-management (warehouse management).

Use Cases:

View warehouses:

A user selects a warehouse, the system displays the layout of the warehouse.

Input new goods:

A user adds a good to the warehouse.

Move goods:

A user selects a good and then selects a new location for it to be moved to.

View trucks (live-tracking):

A user can see the location of all trucks and the goods they are carrying.

Manage trucks:

A user can edit certain properties for a truck they're interacting with.

Edit goods:

User interacts with a already existing piece of goods, changing the data available for that specific item.

Chat:

A user writes and receives messages with other users with a chat client.

Configure warehouse:

An administrator creates a new warehouse or changes the layout of an already existing warehouse

Concurrent User Interaction:

Multiple users should be able to interact with a warehouse system simultaneously.

Move truck to specific position:

A user can tell a truck to move to a specific position

First person view:

A user can select a point to view in a first person view.