

Release Sprint: User Stories and Use Case Diagrams

Assignment in the course PA1415 [Software Design](#)

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[Group GitHub repository link](#)

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User Stories

Epic 1:

As a user I should be able to manage a warehouse so I can change important attributes.

Epic 2:

As a user I should be able to make changes to the inventory of the warehouse and be able to add/remove goods.

Epic 3:

As a user I should be able to use the truck system so I know where the trucks are and what they carry.

Epic 4:

As multiple users we should be able to manage the system at the same time from different computers.

User story 1:

As a user I want to navigate to the warehouse relevant to my workplace.

User story 2:

As a user I want to add a new goods to the warehouse so I know what goods the warehouse contains.

User story 3:

As a user I want to move the goods that I'm interacting with to accommodate a request.

User story 4:

As a user I want to be able to edit the properties of goods to accommodate potential changes.

User story 5:

As a user I want to be able to remove unwanted goods.

User story 6:

As a user I want to get a live-tracking overview of the trucks in the warehouse to get a better overview of the current state of things.

User story 7:

As a user I want to change the configuration of the truck they're interacting with to accommodate changes in needs.

User story 8:

As a user I want to interact with co-workers via the in-house chat to more easily coordinate or work tasks.

User story 9:

As a user I want to be able to view what the other users are trying to communicate via the chat.

User story 10:

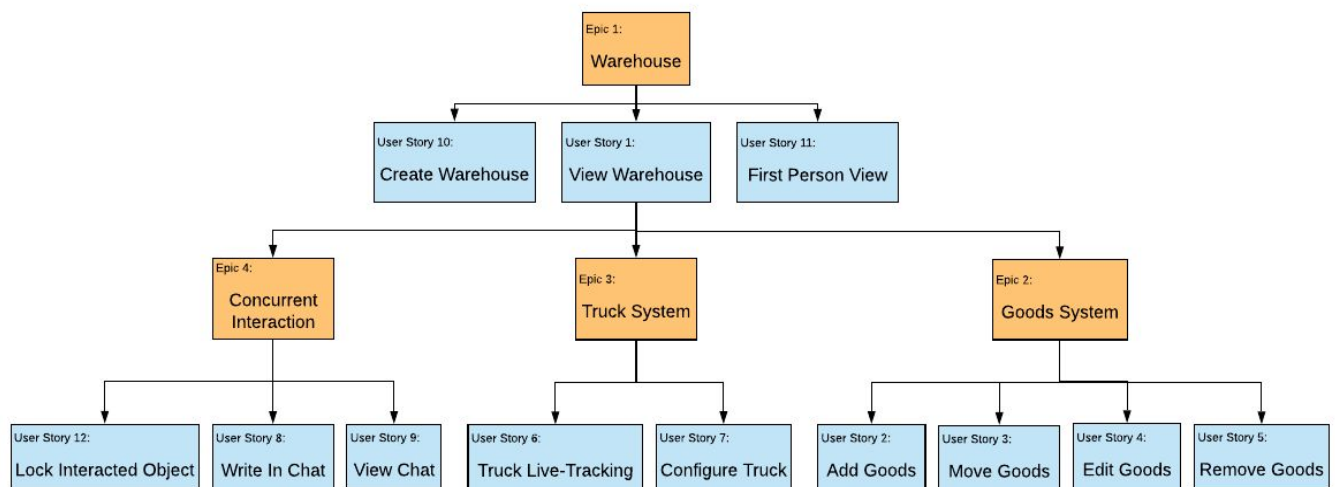
As a user (administrator) I want to setup a new warehouse that was procured.

User Story 11:

As a user I want to view the warehouse in first person mode to get a more intuitive grasp on the situation.

User Story 12:

As a user I want the objects that I'm interacting with to be locked to me to avoid conflicts with other users' edits.



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.

Implementation Plan

Prioritization list

View warehouses - High

Input new goods - High

Move goods - High

Manage trucks - High

Edit goods - High

Move truck to specific position - Medium

View trucks (live-tracking) - Medium

Concurrent User Interaction - Medium

Chat - Medium

First person view - Low

Configure warehouse - Low

Iteration 1

View warehouses - High

Input new goods - High

Move goods - High

Manage trucks - High

Edit goods - High

Iteration 2

Move truck to specific position - Medium

View trucks (live-tracking) - Medium

Concurrent User Interaction - Medium

Chat - Medium

First person view - Low

Configure warehouse - Low

Detailed Use Cases for iteration 1

Use case name:	View warehouses
Actors	User
Description	A user selects a warehouse, the system displays the layout of the warehouse.
Preconditions	<ol style="list-style-type: none">1. The user has internet connection.2. The user is trying to launch the application.
Postconditions	
Normal Flow	<ol style="list-style-type: none">1. The user clicks on the warehouse he wishes to view.2. User clicks on the "View Warehouse" button.
Alternative Flows	N/A
Priority	High

Use case name:	Input new goods
Actors	User
Description	A user adds a good to the warehouse.
Preconditions	1. The user has chosen a warehouse.
Postconditions	The user is viewing a specific warehouse
Normal Flow	<ol style="list-style-type: none"> 1. The user clicks add good button. 2. The user enters the good information and presses "Done"
Alternative Flows	N/A
Priority	High

Use case name:	Move goods
Actors	User
Description	A user selects a good and then selects a new location for it to be moved to.
Preconditions	<ol style="list-style-type: none"> 1. The user has chosen a warehouse. 2. The user has selected a good
Postconditions	The user is viewing a selected good.
Normal Flow	<ol style="list-style-type: none"> 1. The user selects the "Move" button and activates it. 2. The user selects the desired destination. 3. The user selects and activates the "Send" button.
Alternative Flows	<ol style="list-style-type: none"> 1. The user clicks "Move To" 2. The user clicks the desired destination. 3. The user clicks the "Send" button.
Priority	High

Use case name:	Manage trucks
Actors	User
Description	A user can edit certain properties for a truck they're interacting with.
Preconditions	<ol style="list-style-type: none"> 1. The user has selected a warehouse 2. The user has selected a truck.
Postconditions	The user is viewing a truck.
Normal Flow	<ol style="list-style-type: none"> 1. The user selects the "Manage truck" button and activates it. 2. The user chooses what condition it wish to change. 3. The user selects the "Save/Execute" button and activates it.
Alternative Flows	<ol style="list-style-type: none"> 1. The user clicks the "Manage truck" button. 2. The user chooses what condition it wish to change. 3. The user clicks the "Save/Execute" button.
Priority	High

Use case name:	Edit goods
Actors	User
Description	A user can edit certain properties for a goods entry that they're interacting with.
Preconditions	<ol style="list-style-type: none"> 1. The user has selected a warehouse. 2. The user has selected a good. 3. The good exists. 4. No other user is editing the good.
Postconditions	The user is viewing a good.
Normal Flow	<ol style="list-style-type: none"> 1. The user navigates to the the property they want to edit. 2. If it's a finite selection, the user chooses via a drop-down menu. 3. If it's a non-finite property (e.g. a quantity or a name), the user inputs via a text field.
Priority	High