List of Use Cases for System WareMan

Assignment in the course PA1435 Objektorienterad design

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System Description

The purpose of the system is management of warehouses and their containing goods and trucks. The user should be able to add new goods to a warehouse, determine and change their location and edit their properties including name, weight, etc.

It should also be possible to select a truck in the same way as selecting goods, allowing the user to direct it to a specific location.

Multiple users should be able to use the system simultaneously. While a user is handling an item or truck, it is locked for other users, disabling them from accessing it at the same time. Users should also be able to chat with each other, in order to coordinate and share information.

Use Cases

Enter goods into the warehouse
A user goes to the screen for a specific warehouse and is presented with a list of all goods in the warehouse. The user presses a button and fills in some information about an item to add it to the warehouse. The system then places that item at an unoccupied location in the warehouse.

Access map of warehouse
A user goes to the screen for a specific warehouse and accesses the map. The system presents the user with a map of the warehouse, with icons where each of the warehouse trucks are located as well as ID-numbers over all places where goods are located.

Locate goods in a warehouse
A user goes to the screen for a specific warehouse and accesses the map. The system presents the user with a map of the warehouse with all goods ID numbers placed on over their respective locations, and an input field. The user can type the name or ID of an item into the input field and is presented with an indicator on the map of where the item is located. The user can also click on an ID number to select it.

Relocate goods in a warehouse
((Follows use case "Locate goods in a warehouse"))
The user uses the cursor keys to move the indicator across the map. The system then physically moves the item to the new selected location.

Edit item properties
((Follows use case "Locate goods in a warehouse"))
Once an item is selected, a small window with properties are presented. The user is free to change properties of the item.

Select truck
((Follows use case "Access map of warehouse"))
The user clicks on an icon representing a truck and the icon becomes highlighted. The mouse cursor changes appearance depending on whether the truck is carrying an item or not, to convey the ability to pick up or place an item respectively.

Relocate truck
((Follows use case "Select truck"))
The user uses the cursor keys to manually move the truck across the map.

Place item held by truck
((Follows use case "Select truck"))
The user clicks on an unoccupied shelf on the warehouse map. The truck will begin to move to that location and drop its cargo there once it has arrived.

Pick item with truck
((Follows use case "Access map of warehouse"))
The user clicks on an item ID on a shelf on the warehouse map. The truck will begin to move to that location and pick up the stored item once it has arrived.

Chat with other users
A user, at any time, clicks a button in the corner of the screen and is presented with a chat-window where messages between users are shown. An input-field can be used to send messages.