Actors:

**Manager:** Manage and stuff.

**Trucker:** Employee who moves stuff (with trucks).

Use cases:

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| Name: ”Show map”  Actor: Manager, Trucker  Description: The user selects an option from the menu, the system responds by displaying a 2-dimensional map of the currently selected warehouse (”Select warehouse”) |

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| Name: ”Select warehouse”  Actor: Manager, Trucker  Description: The user enters a warehouse ID, the system responds by displaying information about the warehouse and the system also saves the warehouse as the currently selected warehouse. |

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| Name: ”Add good”  Actor(s): Manager  Description: The user enters necessary information for the goods, the system responds by adding the good to the currently selected warehouse. |

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| Name: ”Move good”  Actor(s): Manager, Trucker  Description: The user selects a good from the currently selected warehouse, the system responds by giving the user options for where it may be moved, the user selects where the good is to be moved. |

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| Name: ”Track Trucks”  Actors(s): Manager, Trucker  Description: The system displays a list of all trucks with necessary information about them. |

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| Name: ”Select Truck”  Actor(s): Manager, Trucker  Description: The user inputs a truck ID, the system responds by saving the truck as the currently selected truck. |

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| Name: ”Select good”  Actor(s): Manager, Trucker  Description: The user inputs a good ID, the system responds by displaying information about the good and saves the good as the current good |

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| Name: ”Direct truck”  Actor(s): Manager, trucker  Description: The user selects a truck (”Select Truck”) and a warehouse (”Select warehouse”), the system responds by saving the truck’s destination as the selected warehouse. |

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| Name: ”Edit good”  Actor(s): Manager, Trucker  Description: The user selects a piece of goods (”Select good”), the system responds by asking the user for input about changes for the good’s necessary information. The user responds by inputing information about the good, the system saves changes for the piece of goods. |

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| Name: ”Lock or unlock object”  Actor(s): Manager  Description: The user selects a truck (”Select truck”) or a good (”Select good”). The system responds by displaying the current status of the object and asks the user if the object should change its status (as locked or unlocked). The user responds by input and the system saves the new status of the object accordingly. |

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| Name: ”Write message”  Actor(s): Manager, Trucker  Description: The user inputs text, the system responds by saving this message. |

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| Name: ”Read messages”  Actor(s): Manager, Trucker  Description: The system displays all saved messages in an order of when they each were saved. |

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| Name: ”Remove good”  Actor(s): Manager, trucker  Description: The system removes the selected goods (”select goods”) from the warehouse/application |

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| Name: ”Add warehouse”  Actor(s): Manager  Description: The system adds a warehouse with information provided by the user |

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| Name: ”Edit warehouse”  Actor(s): Manager  Description: the system asks user to input new information about the warehouse, the system then saves this new information |

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| Name: ”Remove warehouse”  Actor(s): Manager  Description: The system removes the selected warehous (”select warehouse”) |

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| Name: ”View history”  Actor(s): Manager, Trucker(?)  Description: The system displays all actions taken by users earlier(?) |