New York Seed to Sale API Validation Cultivation/Processing

All test submission data should be sent to the following: https://admin.sandbox-ny.biotr.ac/

Reply back to our NYIntegrator@biotrackthc.com once you have completed the actions below. Include the UBI and location license number(s) that you completed these actions in. To expedite the process, provide the names of products or batch IDs of different actions executed below in the attached spreadsheet.

Please ensure your licensees have done UAT testing in your sandbox and have validated everything. As a reminder, there is a cost for data cleanup per the agreement signed.

Setup

1. Create 2 new users (provide the names of the users created)
2. Create 3 plant rooms named Vegetative, Flowering & Harvesting
3. Create 2 inventory rooms Cultivated Inventory & Processing
4. Add 2 new vehicles, named Acme Van & Acme Sprinter
5. Add 2 new Employees, named John Doe & Jane Doe

Cultivation

1. Create 5 initial plants in the vegetative Plant Room, ensure one of the plants should be set as a mother plant when created. (specify in your reply the IDs)
2. Convert 2 of those clones into inventory items using the PUT/v1/plant/convert/inventory API
3. Use the Post/v1/Plant API call to convert 1 of the clone inventory items back into a plant in the vegetative plant room
4. Use the Post/v1/Plant API call to create 20 plants from the mother plant created from the initial plant call
5. Create 20 seeds and 20 clones as inventory items using the POST/v1/inventory API call using the mother plant at the source
6. Create 10 plants using the POST/v1/plant endpoint, place those plants in the Vegetative plant room, and use the 20 clones created from the action above as the source
7. Create 10 plants using the POST/v1/plant endpoint, place those plants in the Vegetative plant room, and use the 20 Seeds created from the action above as the source
8. Undo the creation of 1 plant that was created using the seeds as the source
9. Move all the plants Except the Mother plant into the Flowering plant room
10. Apply Plant additives to all plants in the Flowering plant room
11. Modify the plant additives on the plants in the Flowering room
12. Create plant waste from the plants in the Flowering room and place the waste into the Cultivated Inventory inventory room
13. Schedule a plant for destruction
14. Create a harvest batch with 5 plants from the Flowering plant room
15. Schedule the harvest batch for harvest
16. Undo the scheduling of the harvest batch
17. Delete the harvest batch
18. Create a harvest batch with 10 plants in the Flowering plant room
19. Add 10 more plants to the harvest batch

20. Remove 5 plants from the harvest batch
21. Schedule the harvest batch for harvest
22. Harvest the harvest batch with the following quantities
    a. 100g harvested
    b. Derived quantities
        i. 20g Other Material
        ii. 20g waste
23. Delete the harvest action just completed
24. Harvest the harvest batch again with the following quantities
    a. 100g harvested
    b. Derived quantities
        i. 25g Other Material
        ii. 25g waste
25. Modify the harvest action to reflect the following quantities
    a. 300g harvested
    b. Derived quantities
        i. 25g Other Material
        ii. 25g waste
26. Cure the harvest batch with the following quantities
    a. Derived quantities
        i. 100g Flower
        ii. 25g Other Material
        iii. 25g waste
27. Modify the cure action to reflect the following quantities
    a. Derived quantities
        i. 110g Flower
        ii. 35g Other Material
        iii. 35g waste

Inventory

1. Create initial inventory, with at least two of each inventory type in the list below including delivery devices.

Inventory Type ID	Inventory Type	Inventory Stage
5	Kief Lot	Lot
6	Flower	Initial From Harvest
7	Clone	Plant/Seed
9	Other Material	Initial From Harvest
10	Seed	Plant/Seed
11	Plant Tissue	Plant/Seed
12	Mature Plant	Plant/Seed
13	Flower Lot	Lot
14	Other Material Lot	Lot
16	Hash	Intermediate

17	Hydrocarbon Extract	Intermediate
18	CO2 Hash Oil	Intermediate
19	Food Grade Solvent Extract	Intermediate
22	Consumable Solid Cannabis Infused Edible	Final
24	Cannabis Extract for Inhalation	Final
25	Cannabis Infused Topical	Final
27	Waste	Initial From Harvest
28	Usable Cannabis	Final
30	Usable Mixed Cannabis	Final
32	Usable Cannabis Infused	Final
34	Capsule/Pill/Tablet	Final
35	Tincture	Final
36	Transdermal	Final
42	Ethanol/Alcohol Extract	Intermediate
45	Liquid Cannabis RSO	Final
66	Transmucosal Infused Extract	Final
68	Usable Cannabis	Final
69	Kief	Final
73	Usable Pre-Rolled Cannabis	Final
74	Mechanical Extract	Intermediate
75	Other Non-Volatile Solvent Extract	Intermediate

2. Add product names to all the initial inventory types just created.
3. Adjust the quantity down by 5 on three different inventory types (specify in your reply the IDs)
4. Schedule 2 batches of initial inventory for destruction (specify in your reply the IDs)
5. Convert 450g of a Flower batch (type 6) into Flower Lot (type 13)
6. Convert the Flower Lot into 2 batches of Usable Cannabis (type 28) (specify in your reply the IDs)
    a. Batch 1, 100 units usable 3.5g
    b. Batch 2, 100 units usable 1g
7. Create 1 QA Sample for both of the Usable Cannabis items. Created using conversions with a quantity of 1 unit each (specify in your reply the IDs)
8. Convert 100g Other Material (type 9) into an Other Material Lot (type 14)
9. Convert 100g of the Other Material Lot (type 14) into Hydrocarbon Wax (17) with the following quantities
    a. 25g Hydrocarbon Wax
    b. 10g Waste

10. Convert the Hydrocarbon extract (type 17) into Cannabis Extract for Inhalation (type 24) with the following quantities (specify in your reply the IDs)
    a. 25 units
    b. 1g usable
11. Add Ingredients to the Cannabis Extract for Inhalation (type 24) item created (specify in your reply the IDs)
12. Create a QA sample for the Cannabis Extract for Inhalation for 1 unit (with a 1g usable) (specify in your reply the IDs)
13. Sublot 3 different inventory types into batches of 25 (specify in your reply the IDs)

Transfers

1. Create and send a Manifest to the lab below including all the QA Samples created above. Ensure it is sent and marked as arrived at the lab location
    a. Name: BT QA 1
    b. UBI: QALAB0036

Internal transfer

1. Create a transfer to another one of your locations (within the same UBI) that are not a dispensary. Include 10 units of inventory type 16,17,19, 74
2. Do a partial acceptance of 7 units of all 4 items just transferred at the receiving location.
3. Accept the rejected 3 units from all 4 items at the sending location.

External transfer

1. Create an inventory transfer to an external location (not within the same MMTC). The license number to send the transfer to will be PROC2400021. Include 15 units of inventory type 16,17,19, and 74.
2. Create the invoice for the inventory as follows:
    a. Hash - $300 + 9% tax
    b. Hydrocarbon Wax - $79.99 + 9% tax
    c. Food Grade Solvent Extract - $100.09 + 9% tax
    d. Mechanical Extract - $228.86 + 9% tax
3. Complete the inventory transfer and mark the inventory as arrived.
4. Accept a payment made on the invoice
    a. Notify BioTrack when you post so BioTrack can make payments against the invoice
5. Reject a payment made on the invoice.