**Spirals**

Each vending machine has 18 spirals. Each spiral can store up to 15 products. We have 6 shelves, of 3 spirals each.

The spirals are numbered 010, 011, 012, through 028.

**SKUs**

We should plan on having multiple SKUs. This will include:

4-pack, AA batteries

4-pack, AAA batteries

Empty battery package

Mobile phone booster

Other, TBD. More to be added in the future.

Each SKU should have an “original purchase price” and a “replacement price”. For battery packs, the “replacement price” is the same as the “swap price.” For other skus, we may offer a discount price for “lost” or “broken” product, sometime in the future.

**Items**

We can have any number, 1-15, of items, loaded into a given spiral at any time.

We will not mix SKUs in a spiral. IE, a specific spiral will only contain AA, AAA, empty packages, etc.

However, we many change what kind of SKU is in a spiral, depending on stocking requirements. So, the spiral should have a field for what type of object is in it.

**Logic**

The kiosk GUI needs to check the inventory level before processing a transaction, to ensure the kiosk has enough product to meet the request.

The kiosk GUI needs decrement the items from the spirals as part of the transaction.

The kiosk GUI needs to report inventory levels on a routine basis of all items, so we can track them.

The kiosk GUI needs to alert the backend any time inventory gets below a settable threshold.