Name: Move Goods

Actors: User, Administrator

Description: A user can select goods and move it around using cursor keys.

Preconditions: There are goods in the warehouse.

Main Course of Events:

|  |  |
| --- | --- |
| Actor | System |
| 1. A user clicks on goods using the cursor, thereby selecting it. |  |
|  | 2. The system displays information about the goods, and a button to edit the goods. |
| 3. The user clicks on the edit goods button. |  |
|  | 4. The system verifies that the goods aren’t locked. |
|  | 5. Initiate use case Lock truck or goods. |
| 6. The user moves the goods by click-holding the goods and moving the cursor to a valid location for the goods and then releasing the cursor key. |  |
|  | 7. The system initiates an automatic version of use case Direct trucks with instructions to the truck to move the goods. |
|  | 8. The system moves the goods to the new location on the map. |

Alternative Flow of Events:

1. The user tries to select something that isn’t goods, …

1a. …if it’s a truck initiate use case Look at trucks cargo.

1b. …if it’s anything else on the map, it is not selectable and nothing happens.

1. The goods are locked by another user, the system displays an error message saying that the goods are locked.
2. The user tries to move the goods to a non-valid location, the system then displays an error message explaining that it isn’t a valid location.

Name: Edit Goods

Actors: User, Administrator

Description: A user can select goods and edit different attributes of the goods. These attributes are price, dimensions and weight.

Preconditions: There are goods in the warehouse.

Main Course of Events:

|  |  |
| --- | --- |
| Actor | System |
| 1. A user clicks on goods using the cursor, thereby selecting it. |  |
|  | 2. The system displays information about the goods, and a button to edit the goods. |
| 3. The user clicks on the edit goods button. |  |
|  | 4. The system verifies that the goods aren’t locked. |
|  | 5. Initiate use case Lock truck or goods. |
| 6. The user edits the different fields of the goods like, name and type. |  |
|  | 7. The system changes the goods data, applying the changes done by the user. |

Alternative Flow of Events:

1. The user tries to select something that isn’t goods, …

1a. …if it’s a truck initiate use case Look at trucks cargo.

1b. …if it’s anything else on the map, it is not selectable and nothing happens.

1. The goods are locked by another user, the system displays an error message saying that the goods are locked.
2. The user doesn’t input a valid change, if the name is too long, system displays error message saying the name is too long.