**Name**: Stack small Items

**Actors**: User, Administrator

**Description**: Smaller items can be stacked in a box called collection by placing an item on another similar item. This collection acts as one item.

**Preconditions:** The warehouse contains more than one small item.

**Main Couse of Events:**

|  |  |
| --- | --- |
| Actor | System |
| 1. The user/admin presses a small item on the warehouse map |  |
|  | 1. The system displays detailed information and an edit button |
| 1. The user/admin presses the edit button |  |
|  | 1. The system initiates use case Lock truck or goods and verifies that the goods are not locked. The System displays different fields that can be changed, and a stack item button |
| 1. The user/admin presses the stack item button |  |
|  | 1. The system highlights every collection that can be used as destination |
| 1. The user/admin clicks on a collection |  |
|  | 1. The system initiates an automatic use case of Direct Trucks and gives the instruction to move the item to the new location. The system displays a message that the instruction is queued. |

**Alternative Flow of Events:**

4. The item is already locked and can therefore not be edited. The system then displays an error message “Item already in use by someone else!”.

7. The user clicks outside or not on a collection. The system then displays an error message “Not a collection!”

**Name**: Organize Boxes Hierarchically

**Actors**: User, Administrator

**Description**: Goods can be a subtype of another item. For example, Big-Boxes is the main-type and has the four sub-types: Cold-Storage, Hot-Storage, Soft-Box, Hard-Box. This means that these boxes have the same outer dimensions so that they easily can be organized and stacked together.

**Preconditions:** The are goods in the warehouse.

**Main Couse of Events:**

|  |  |
| --- | --- |
| Actor | System |
| 1. The user/admin presses an item on the warehouse map |  |
|  | 1. The system displays detailed information and an edit button |
| 1. The user/admin presses the edit button |  |
|  | 1. The system initiates use case Lock truck or goods and verifies that the goods are not locked. The System displays different fields that can be changed, including the subtype field |
| 1. The user/admin choose a subtype |  |
|  | 1. The system applies the newly edited data and displays a success message |

**Alternative Flow of Events:**

4. The item is already locked and can therefore not be edited. The system then displays an error message “Item already in use by someone else!”.