**User Adds a Character**

1. **Use Case Name**: User Adds a Character
2. **Scope**: Event Notification System
3. **Level**: User goal
4. **Goal in Context**: Allow users to switch between different player Characters to customize the experience for each one.
5. **Primary Actors**: General users, Material farmers, Equipment Farmers
6. **Supporting Actors**: Character System
7. **Stakeholders and Interests**:
   * **Users**: So that they can customize the experience for each character.
8. **Preconditions**: Before a user inserts a character, they should have a character. However, this is not a strict requirement as a user can create a “fake” character and it would still work fine.
9. **Post-conditions**: The character is added to the list of characters that the user uses.
10. **Main Success Scenario:**
    1. User activates the “Add a Character” scenario.
    2. User inputs the character name, race, level and profession.
    3. User optionally uploads a photo of the character.
    4. User confirms selection and submits.
    5. The System sends the data to the Character System to validate and insert the character.
    6. User is alerted of successful submission.
11. **Extensions or Alternate Flows**:
    1. At any time the user requests to cancel the process
       1. User is asked to confirm cancellation of character creation.
          1. User confirms cancellation and is returned to the previous page.
          2. User reverses cancellation request and is allowed to continue where they left off.
    2. User inputs a name that already exists.
       1. User is alerted that the character name they entered is already in the system.
          1. User cancels creation.
          2. User inputs a new name.
       2. User is asked if they would like to update the already existing character.
          1. User selects to update the already existing character, and moves to the *User Modifies a Character* use case.
          2. User selects not to update the character, and is returned to the character creation screen to input a new name or cancel.
    3. User inputs a level that does not exist.
       1. User is alerted to the incorrect level and asked to change it.
12. **Special Requirements**:
    * The character must have a character name, race, level and profession, but does not need a photo.
13. **Technology and Data Variations List**: None.
14. **Frequency of Occurrence**: Could be nearly continuous.
15. **Open Issue**:
    * What other information should we capture for this character?