**User Views Recommended Events**

1. **Use Case**: User Views Recommended Events
2. **Goal in Context**: User wants to look at recommended events to see info about the events, unsubscribe, or for general purposes
3. **Primary Actors**: General users, Material farmers, Equipment farmers
4. **Supporting Actors**: Event System
5. **Success Scenario**:
   * User selects to view recommended events.
   * The System retrieves a list of all events from the Event System.
   * The System retrieves minor details for each event from the Event System.
   * The System determines which events are recommended base on the current character’s level.
   * The System removes all non-recommended events from the list.
   * The Event list and minor details are shown to the user.