**User Marks an Event Chest as Obtained**

1. **Use Case**: User Marks an Event Chest as Obtained
2. **Goal in Context**: Users seeking event chests can mark the chest as obtained for the current character to see which chests the character still needs.
3. **Primary Actors**: Material farmers, Equipment farmers
4. **Supporting Actors**: None
5. **Success Scenario**:
   * User navigates to an event page.
   * User navigates to the obtainable chests.
   * User selects the Event Chest as obtained.
   * User confirms selection.
   * User is notified of successful selection.