

GottMuslg

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Use-Case Specification: Choose Character

Version 1.0

Revision History

Date	Version	Description	Author
31/10/16	1.0	First Version	Leon Gottschick
1/11/16	1.0.1	added links to github	Leon Gottschick

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Use-Case Specification: Choose Character

1. Choose Character

1.1 Brief Description

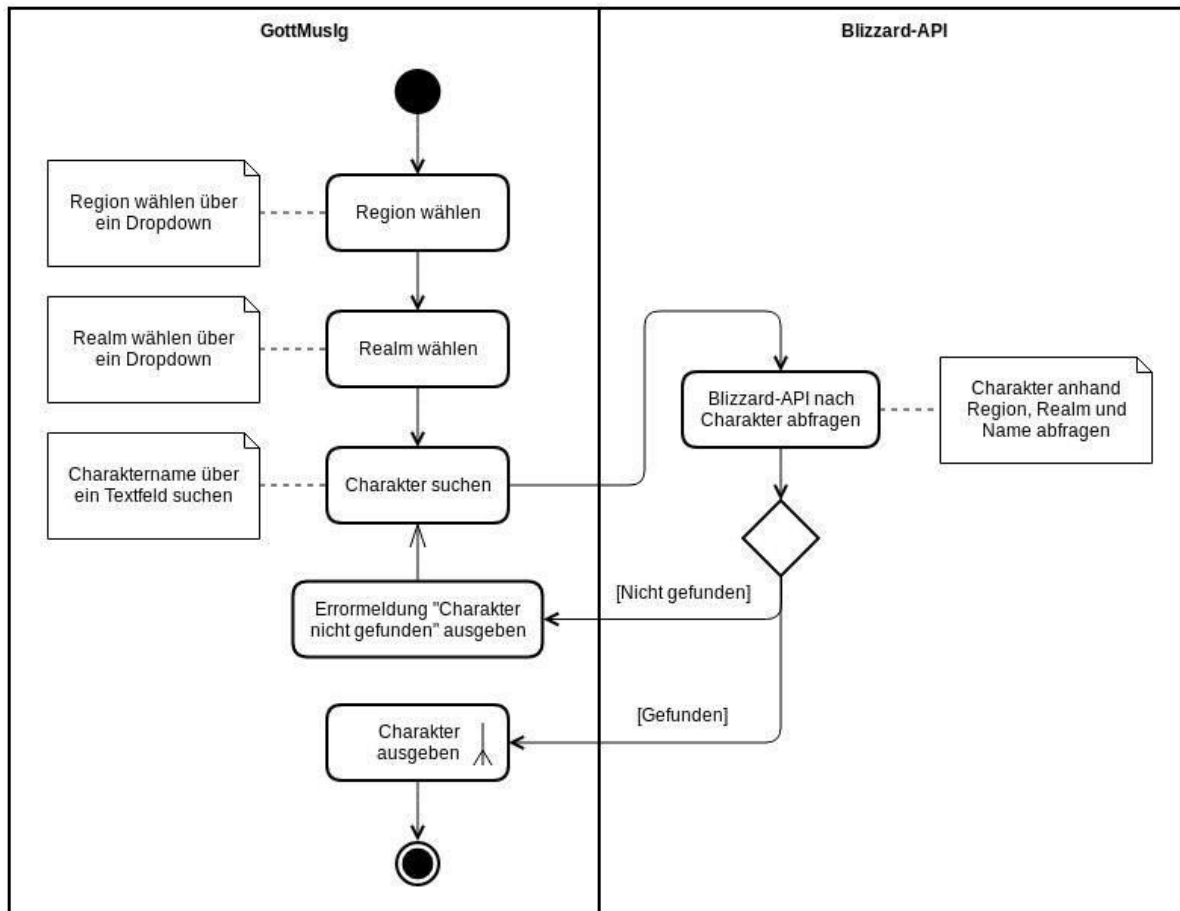
With this use case the user is able to search for his World of Warcraft character. He then gets information about the chosen character.

2. Flow of Events

2.1 Basic Flow

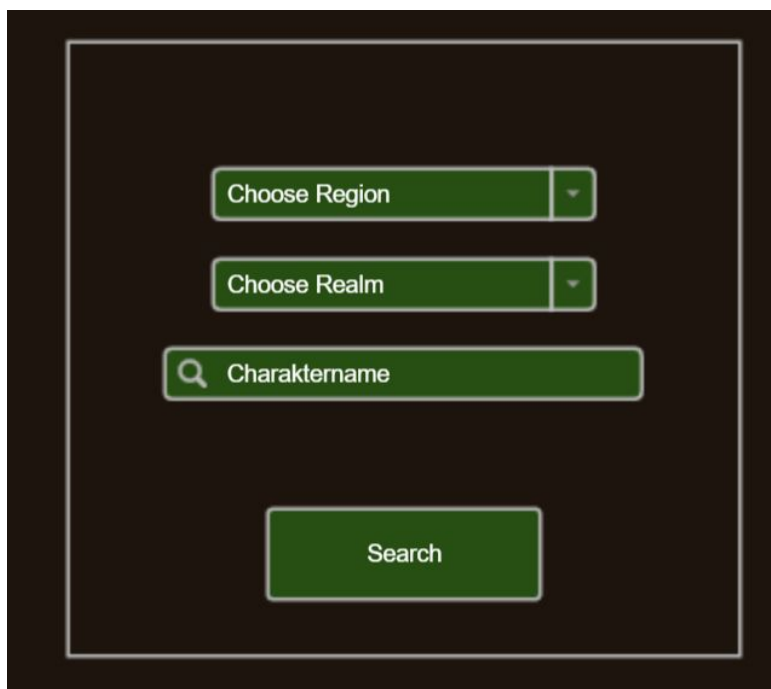
UML-Diagram:

<https://github.com/GottMuslg/Documents/blob/master/images/use-cases/chooseCharacterFlow.jpg>



Mockup

<https://github.com/GottMuslg/Documents/blob/master/images/SearchCharacterMockup.PNG>

A mockup of a search interface for a character. It features a dark background with a light gray border. Inside, there are three green input fields with white text and a green search button. The first field is labeled 'Choose Region' and has a dropdown arrow. The second field is labeled 'Choose Realm' and also has a dropdown arrow. The third field is labeled 'Charaktername' and has a magnifying glass icon on the left. Below these fields is a green button labeled 'Search'.

3. **Special Requirements**

n/a

4. **Preconditions**

n/a

5. **Postconditions**

5.1 **Set Cookie**

A cookie has to be set that contains information about the chosen character

6. Extension Points

n/a