



Update Character

use-case specification

Version 1.0

Revision History

Date	Version	Description	Author
11/04/2017	1.0	First version	Leon Gottschick

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Use-Case Specification: Update Character

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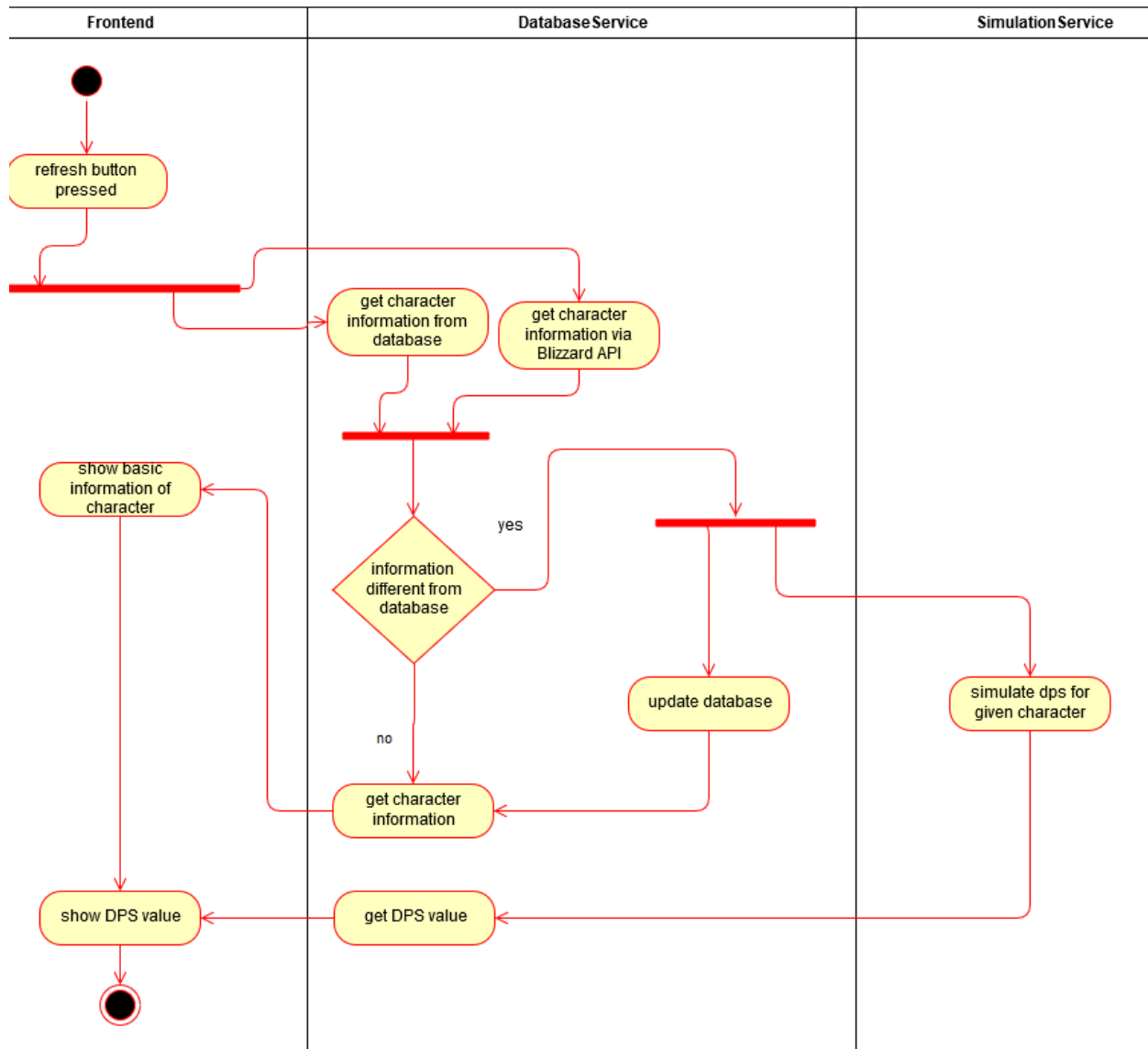
Brief Description

A dedicated button in the show character webpage can be used to update the displayed character information from the Blizzard API

Flow of Events

Basic Flow

When the button is pressed the information of the displayed character is refreshed via the Blizzard API and if it is different from the status already persisted in the database the DPS for the character is recalculated from SimulationCraft.



Special Requirements

Only once per Session

To prevent overload and DDOS attacks to the system, the refresh button for a specific character can only be pressed once per session

Preconditions

Overview loaded

The initial overview of the character has to be fully loaded and displayed

Postconditions

Character updated

The character is fully updated and all changes are stored in the database

Extension Points

n/a
