GottMusIg
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
15/11/16	1.1	added feature file	Leon Gottschick

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Use-Case Specification: Choose Character

1. Choose Character

1.1 Brief Description

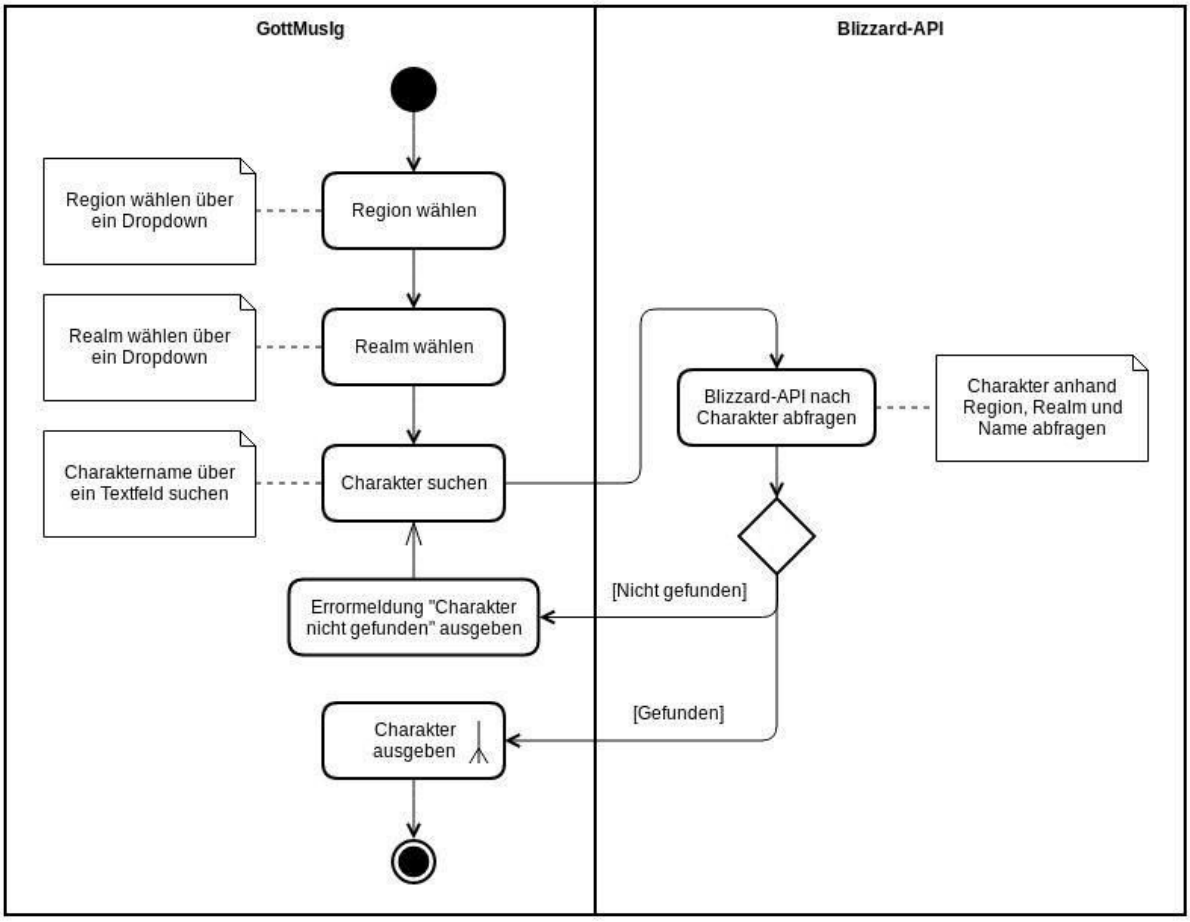
With this use case the user is able to search for his World of Warcraft character. He then gets information about the chosen character.

2. Flow of Events

2.1 Basic Flow

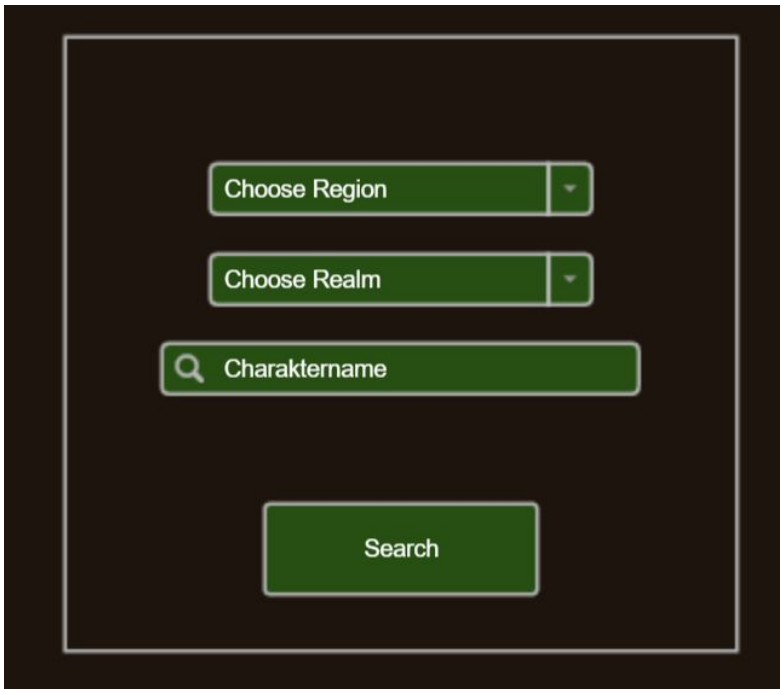
UML-Diagram:

https://github.com/GottMusIg/Documents/blob/master/images/use-cases/chooseCharacterFlow.jpg


GottMusIg
Blizzard-API
Region wählen über ein Dropdown
Region wählen
Realm wählen über ein Dropdown
Realm wählen
Charaktername über ein Textfeld suchen
Charakter suchen
Blizzard-API nach Charakter abfragen
Charakter anhand Region, Realm und Name abfragen
[Nicht gefunden]
Errormeldung "Charakter nicht gefunden" ausgeben
[Gefunden]
Charakter ausgeben

Mockup

https://github.com/GottMusIg/Documents/blob/master/images/SearchCharacterMockup.PNG



Feature File

```
Feature: Choose Character

  as a user
  I want to be able to search for my World of Warcraft character and have it displayed

  Scenario: find character
    Given I fill in all data
    When I press the search button
    And the character exists in the Blizzard API
    Then I should see my character displayed

  Scenario: character non-existent
    Given I fill in all data
    When I press the search button
    And the character does not exist
    Then I should see an error page

  Scenario: incorrect input
    Given I don't fill in all required data
    When I press the search button
    Then I should get an errormessage stating I didn not fill in all requested fields
```

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