



Show Character

use-case specification

Version 1.0

Revision History

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

Revision History

Use-Case Specification: Show Character

Brief Description

Flow of Events

Basic Flow

User Interface

Special Requirements

Asynchronous DPS calculation

Refresh status on demand

Preconditions

Character needs to exist

Character needs to exist in the database

Postconditions

Saving the state of the character

Extension Points

Use-Case Specification: Show Character

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Brief Description

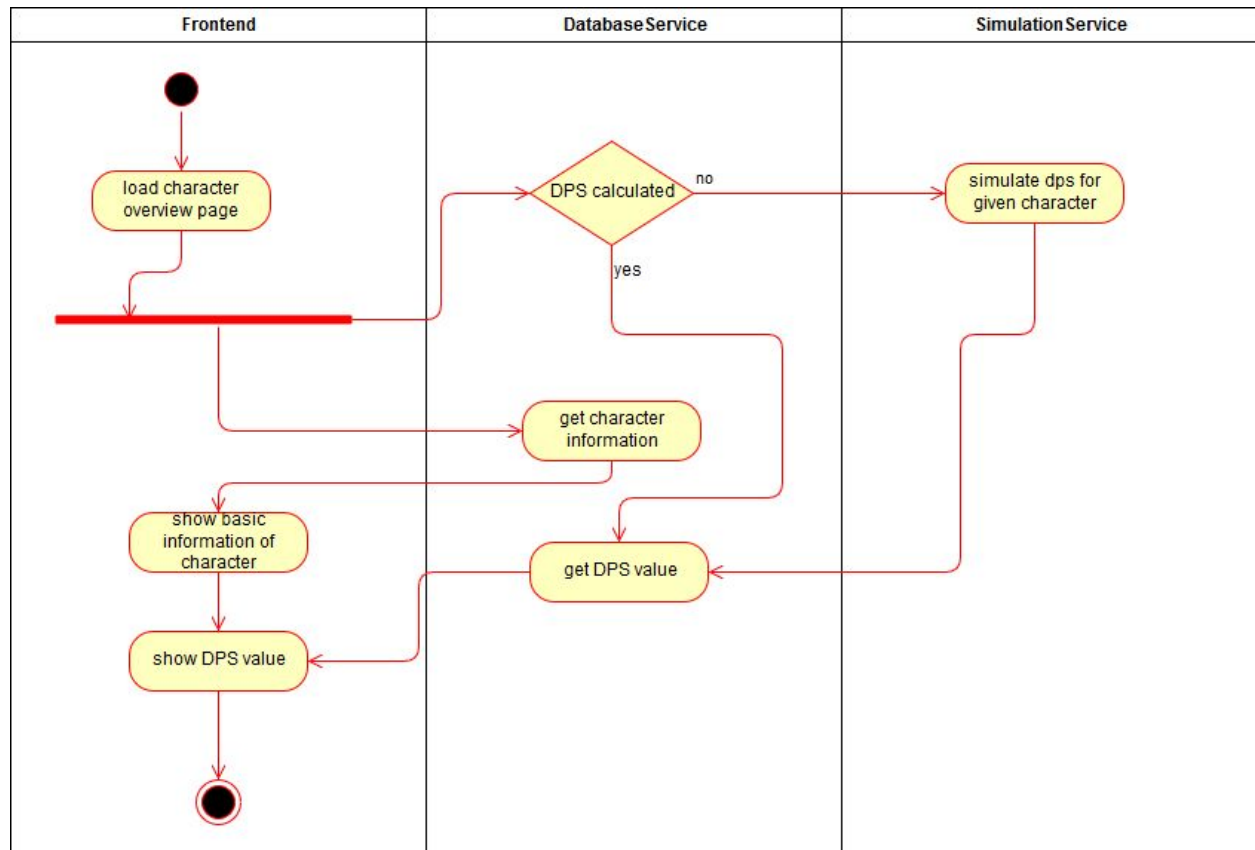
The user gets an overview of his chosen character including current equipped items and possible DPS output in the current state.

Flow of Events

Basic Flow

After a user has searched for a World of Warcraft Character and it exists either in the database or in the Blizzard API he is able to see an overview of his character on another page. In order to see the overview the data of the character has to be stored in the database. These informations include:

- Name
 - World of Warcraft class
 - Current selected specification
 - Current equipment (including gear status)
 - Realm
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User Interface



Special Requirements

Asynchronous DPS calculation

In order to show the expected overview of a World of Warcraft character it is necessary to pass the given character to the simulation service to calculate the dps for this specific character. As our simulation service (SimCraft) needs some calculation time to get adequate results this request needs to be done asynchronously so the user experience does not suffer from long loading times of the page.

Refresh status on demand

Because of the limited amount of API requests possible to the Blizzard API and the reduced load time of the page only the current state of the character in the database is loaded. If the information about the character is stale the user has to manually press a button to refresh his equipment and DPS information.

Preconditions

Character needs to exist

The character has to be an existing World of Warcraft character accessible through the Blizzard API.

Character needs to exist in the database

The character to be displayed on the website needs to exist in the database, meaning it has to be searched for first, to guarantee a short loading time of the webpage, because the equipment of the character is saved on the first search of the character.

Postconditions

Saving the state of the character

The calculation of the DPS for the current equipment status of the character takes a lot of time and resources so the result is saved in the database for this specific character and equipment status.

Extension Points

n/a
