UC1: Add pokemon

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| **Use Case Section** | **Comment** |
| Use Case Name | Add Pokemon |
| Scope | DasherDex (DD) |
| Level | User goal |
| Primary Actor | Pokemon player (Player) |
| Stakeholders and interests | * Pokemon player: The pokemon player wants to add a pokemon’s information to Dasherdex, for later use. |
| Preconditions | The DasherDex application is running on the users device.  User has pokemon information he wants to enter. |
| Success Guarantee | Information about the relevant pokemon is inserted into the Dasherdex. |
| Main Success Scenario | 1. User adds a pokemon. 2. System presents an empty pokemon (name, type, etc). 3. User enters name, type (etc). 4. System validates the input. 5. System saves the pokemon in register. |
| Extensions | 4a: Name or type is blank   1. System presents an error. 2. Continue from step 3 in the main success scenario.   4b: A pokemon exists with the entered name   1. System presents a warning that the player is trying to add a duplicate pokemon. 2. System gives the player two options: override the data or cancel. 3. User cancels the input. 4. System executes the cancel option. 5. Continue from main success scenario step 3.   4b.3a: User wishes to overrides existing data  1. User overrides the name of the pokemon.  2. System updates name of preexisting pokemon with same name in register.  3. System presents the updated pokemon.  4. Continue from main success scenario step 5. |
| Special Requirements | N/A |
| Technology and Data Variations List | N/A |
| Frequency of Occurrence | The pokemon player can add 1 pokemon at a time, as many times as he wants. |
| Miscellaneous | N/A |

