UC2: Edit Pokemon

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| **Use Case Section** | **Comment** |
| Use Case Name | Edit Pokemon |
| Scope | DasherDex (DD) |
| Level | User goal |
| Primary Actor | Player |
| Stakeholders and interests | * Player: wants to edit old/wrong information in the DD to be true. |
| Preconditions | A Pokemon is made in the DD. |
| Success Guarantee | A Pokemon has been edited. |
| Main Success Scenario | 1. UC4 is performed. 2. User edits name, type (etc) of the Pokemon as needed. 3. System validates the edits to the Pokemon in the Register. 4. System saves the edits to the Pokemon in the Register. |
| Extensions | 2a: Name or type is blank   1. System presents an error.   2b: A pokemon exists with the entered name.   1. System presents a warning that the Player is trying to add a duplicate pokemon. 2. System presents user with 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.   2b.4a: User wishes to overrides existing data  1. User overrides the name of the pokemon.  2. System updates name and type of preexisting pokemon.  3. System presents the updated pokemon.  4. Continue from main success scenario step 3. |
| Special Requirements | N/A |
| Technology and Data Variations List | N/A |
| Frequency of Occurrence | The Player can edit 1 pokemon at a time, as many times as he wants. |
| Miscellaneous | N/A |

