UC3 **Delete Pokemon**

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| **Use Case Section** | **Comment** |
| Use Case Name | Delete Pokemon |
| Scope | DasherDex |
| Level | User goal |
| Primary Actor | Player |
| Stakeholders and interests | Player wants to delete a pokemon from the Register |
| Preconditions | * Pokemon exists in Register * Pokemon player wishes to delete a pokemon from Register |
| Success Guarantee | The pokemon were deleted from the Register |
| Main Success Scenario | 1. UC4 is performed 2. The user deletes the pokemon 3. System deletes the the pokemon from the Register |
| Extensions | 2a The chosen pokemon does not exist.   1. The program presents an error that the pokemon does not exists 2. Continue from main success scenario step 1. |
| Special Requirements | N/A |
| Technology and Data Variations List | N/A |
| Frequency of Occurrence | User can delete one pokemon at a time, as often as he wants. |
| Miscellaneous | N/A |

