Player equip item:

Player → Client Application: **Click the items button()**
Client Application → Player: **Display items window()**
Player → Client Application: **Double click on an item()**
Client Application → Web Server: **Equip item(item)**

Alt
[IsTypeEquipped(item)]
Unequip item(cur_item)

Equip item(item)
Web Server → DB: **Update user()**
Web Server → Client Application: **send game world data(user)**
Client Application → Player: **Display updated world()**
Client Application → Player: **Display items window()**