

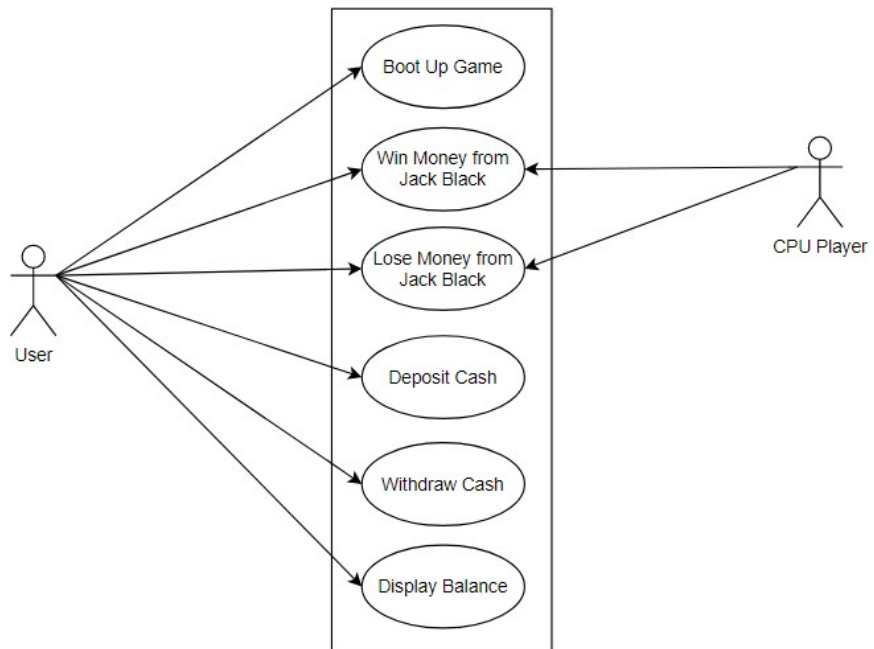
Anh Huynh
Danish Khan
Thanh Nguyen
Simon Altamirano

Assignment 1

68	If seems like you really didn't understand Use Cases. Your Functional Specification is much weaker than the other teams. Since this class will be graded on a curve, that means you really need to do a much stronger job on future assignments. If you have questions about the material in class, please contact me during office hours.
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Team Name: **Snooze Goose**

- Product Name: Jack's Bank
- Problem statement: Teaching young adults audience about finances and economics
- Objectives: The objective of this GUI application is to challenge a randomly generated hand in blackjack.
- 6 functional requirements:
 - User must be able to perform deposit transactions.
 - User must be able to perform withdrawal transactions.
 - User must be able to start a game.
 - User must be able to hit or draw a card.
 - User must be able to perform a stay or not draw a card.
 - User must be able to restart from a bust.
- 4 non-functional requirements:
 - GUI based applications must be written in C++
 - Cannot withdraw more money than you actually have.
 - Cannot bet more money than you have.
 - Cannot restart the game with no money.
- Use case diagram with 6 use cases:



I don't think that *Win Money* and *Lose money* are use cases. Use cases correspond to actions. I think you should have a use case that is something like "Place a bet," and Win or Lose are outcomes of that use case. -4

- Full use case descriptions of 3 of your use cases:

These are not full descriptions. Please review the template provided for use cases. You are missing a lot of the information, such as preconditions, postconditions, actors, trigger, etc. -24

Case 1: Starting the game

When the user starts the game, they will have a preset account balance. There will be buttons where the user can press to bet \$1,\$5,\$10,\$20,\$100,\$1000. The user can keep pressing the buttons and the amount the user wants to bet will increment depending on which button is pressed. The user cannot bet more than they have. Once the user is satisfied with how much they want to bet, they can press the start button.

Case 2: Withdraw and Deposit

When the user starts the game, they will have a fixed amount of money and will be able to deposit or withdraw their winnings from a separate account. The user can withdraw or deposit money on a separate menu screen.

This is actually two different use cases, according to your diagram. -2

Case 3: Losing the Game

The player loses the match and has the option to either quit the game and go back to the main menu or restart the game.

What constitutes losing the game? This is not one of the use cases from your diagram.

-2

- Glossary
 - CPU Player: Deals cards, plays cards, loses or wins money
 - User: Plays cards, loses or wins money, deposit or withdraw money from bank.
 - Bank: Withdraw and deposit money, demonstrate balance, gives loans