Use Case Name	Player Slapjack
Brief Description	The player slaps the deck when a jack is flipped
Pre-Conditions	The most recently flipped card was a jack
Flow of Events	1. The player slaps the deck before the computer 2. The player gets the flipped cards added to their hand
Post-Conditions	
Alternative flows and exceptions	

Use Case Name	Slap
Brief Description	The player slaps the deck when a jack is not the top card
Pre-Conditions	A card has been flipped that is not a jack
Flow of Events	1. The player slaps the deck 2. The deck is given to the computer's hand
Post-Conditions	
Alternative flows and exceptions	

Use Case Name	Flip Cards
Brief Description	Cards are flipped from player and computer hands
Pre-Conditions	
Flow of Events	1. Players alternate flipping cards from their hand into the middle deck

Post-Conditions	Player Slapjack Player slaps a non-jack
Alternative flows and exceptions	Player runs out of cards

Use Case Name	Run Out of Cards
Brief Description	A player has played their last card.
Pre-Conditions	Flip Cards
Flow of Events	1. If slapjack and the player wins slapjack, follows slapjack. 2. Player is removed from the game
Post-Conditions	Player Slapjack Player slaps a non-jack
Alternative flows and exceptions	Player runs out of cards Computer runs out of cards