

Use cases

Use case ID: 1

Use case name: Signup

Relevant Requirements: Login/signout clients

Primary Actor: Client

Pre-conditions: Username must have a minimum of 3 characters

Post-conditions: Direct the user to input their password

Basic Flow or Main Scenario:

1. Request the user to input a username that is a minimum of 3 characters or more.
2. The system will ask the user to input their password.
3. The system redirects to the login page.

Extensions or alternate Flows: If a username is already taken, the system will prompt the user to create another name.

Exceptions:

1. If there are less than 3 characters, prompt the user to correctly place 3 characters or more.

Related use cases: Ask the user if they are comfortable with their Login UN and PW after signup was properly successful. Login will shortly be displayed as follows.

Use Case ID: 2

Use Case Name: Login

Relevant Requirements: Signup client

Primary Actor: Client

Pre-Conditions: A valid (in format) username and password.

Post-Conditions: Display the user information on the client side, in format: (Username, balance)

Basic Flow or main Scenario:

1. Request the user to input their username and password.
2. Return their own account information after successfully verified.

Extensions or Alternate Flows: If the user enters a UN/PW more than 5 times, the system will prompt to create a new account.

Exceptions:

1. If the username is found but the wrong password, retry until valid info has been entered.

Related Use Cases: Signup to create an Account to enter Lobby view

Use Case ID: 3

Use Case Name: Lobby View

Relevant Requirements: Login for account creation

Primary Actor: Account

Pre-Conditions: Must have an account with a balance

Post-Conditions: Display account name and balance

Basic Flow or Alternate Flows:

1. Prompt user of their current balance and how much they would like to reload.
2. Show user several lobbies (tables) and the amount of how many players are at a table.

3. System will show which tables are available to join.

Extensions or Alternate flows: Users are able to access the “bank” to increase their balance

Exceptions:

1. If the balance of the account is less than 100 then the user is unable to join a table.
2. If the number of players at a table is full and the user tries to join, then the system will prompt the user to select another table.

Related Use Cases: Account and balance overview to get into a table for gameplay

Use Case ID: 4

Use Case Name: Gameplay

Relevant Requirements: Account can link to a player/dealer

Primary Actor: Player/Dealer

Pre-Conditions: Account must have a minimum balance of \$100

Post-Conditions: Players and Dealers have the option to opt-out at the end of a round.

Basic Flow or Alternate Flows:

1. System will ask the user if they want to be a player or the dealer.
2. System will assign seats.
3. System will prompt users of how much they want to bet, but must be more than minimum (\$5).
4. Start the round: Players receive 2 cards face-up, dealer has 1 face-down and 1 face-up card
5. Going clockwise after the dealer, taking turns, players will have several options: double down, stay, or hit.
6. If the sum of cards is over 21, players lose their bet immediately to the dealer.
7. Dealer plays, if dealer has 17-21 automatic stay.
8. Payout is done based on each player's hand compared to the dealer.

Extensions or alternate flows: Once a player has lost(busted) the player has the option to opt-out and leave back to the lobby view.

Exceptions:

1. If an account does not select the dealer position, the system will randomly select an account to be the dealer.
2. If the player has less than the minimum amount to bet, the system will prompt the user to reload back at lobby view.
3. If a player exceeds their balance to bet, the system will input the user's entire balance.
4. If a player has insufficient funds to double down, the option to double down will not be available for the player.

Related Use Cases: Dealer is played for the house, currency is multiplied based off of how many players there are

Use Case ID:

Use case Name:

Relevant Requirements:

Primary Actor:

Pre-Conditions:

Post-Conditions:

Basic Flow or Alternate Flows:

Extensions or Alternate Flows:

Exceptions:

Related Use Cases: