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| --- | --- |
| Use Case ID |  |
| Use Case Name |  |
| Relevant Requirements |  |
| Primary Actor |  |
| Pre-conditions |  |
| Post-conditions |  |
| Basic Flow or Main Scenario |  |
| Extensions or Alternate Flows |  |
| Exceptions |  |
| Related Use Cases |  |

1. Login

Exception side: fail the login, fail to connect, wrong user name, password, the role

+) Login as player:

1. Select table to play
2. Play game

Exception: late join -> wait for next game

1. Set how much you wanna bet
2. Wait everybody in the table is ready
3. Get cards
4. Quit the table

+)Login as dealer

1. Assigned table
2. Deal with cards
3. Control card before game start

Specific: how many desks in the game

1. Dealer deal cards in clock-wise way for players
2. Player Disconnect

+) Before game over :

+) if player point higher than dealer point so player get money, if player point less than dealer point so player lose money

+)

1. Delear Disconnet:

+) Delear disconnect so player disconnect too then big problems is where is players money if they win the game ?