Title: Scoring

Actors: Admin

Trigger: Triggered from End of Day use case

Pre-Conditions: The game is finished

Post-Conditions: The winner will be determined

Basic Flow:

Desc: Admin scores player, player wins

1. Admin adds number of Player’s dollars to total score
2. Admin adds number of Player’s credits to total score
3. Admin adds 5 \* the Player’s rank as a number to total score
4. Admin verifies that Player has more points than the rest of the players

Termination Outcome: Player wins the game

Alt Flow 4A: Player has less points than other players

Desc: Player loses

1. Admin verifies that Player has less points than at least one of the players

Termination Outcome: Player loses the game

Alt Flow 4B: Player has same points as other top player

Desc: Player ties

1. Admin verifies that Player has the same number of points as another player, and that this amount is more than the rest of the players

Termination Outcome: Player ties with another player