|  |  |  |
| --- | --- | --- |
| **Number** | 1 | |
| **Name** | Play – Start Game | |
| **Summary** | The player starts the gameplay | |
| **Priority** | High | |
| **Preconditions** | N/A | |
| **Postconditions** | The game starts | |
| **Primary Actor(s)** | Player | |
| **Secondary Actor(s)** | N/A | |
| **Trigger** | The player starts the software | |
| **Main Scenario** | **Step** | **Action** |
|  | 1 | The player starts running the software |
|  | 2 | The cards are dealt to the player and the CPU dealer |
|  | 3 | Gameplay continues |
| **Extensions** | **Step** | **Branching Action** |
|  |  | N/A |
| **Open Issues** |  |  |

**Use Case Specifications - Blackjack**

**Use Case Specifications – Blackjack**

|  |  |  |
| --- | --- | --- |
| **Number** | 2 | |
| **Name** | Play – Hit | |
| **Summary** | The player requests another card for their hand | |
| **Priority** | High | |
| **Preconditions** | It’s the player’s turn | |
| **Postconditions** | The player has another card in their hand – they are either still in the game with a hand that is less than a 21, or they busted so they lost | |
| **Primary Actor(s)** | Player | |
| **Secondary Actor(s)** | N/A | |
| **Trigger** | It’s the player’s turn and they want another card since their hand is less than 21 | |
| **Main Scenario** | **Step** | **Action** |
|  | 1 | It’s the player’s turn |
|  | 2 | They ask for another card |
|  | 3 | A card is dealt to them |
|  | 4 | The player’s score is re-calculated – and they are either still in or have busted and lost |
|  | 5 | Gameplay continues with the next player’s turn |
| **Extensions** | **Step** | **Branching Action** |
|  |  | N/A |
| **Open Issues** |  | The player cannot hit after their score has exceeded 21 |
|  |  | The player cannot hit after they have declared a stand |

**Use Case Specifications**

|  |  |  |
| --- | --- | --- |
| **Number** | 3 | |
| **Name** | Play - Stand | |
| **Summary** | The player keeps their hand, and doesn’t add another card | |
| **Priority** | High | |
| **Preconditions** | It’s the player’s turn | |
| **Postconditions** | It’s the next player’s turn | |
| **Primary Actor(s)** | Player | |
| **Secondary Actor(s)** | N/A | |
| **Trigger** | It’s the player’s turn and they are satisfied with their hand’s score | |
| **Main Scenario** | **Step** | **Action** |
|  | 1 | It’s the player’s turn |
|  | 2 | They keep their hand as is |
|  | 3 | Gameplay continues with the next player’s turn |
| **Extensions** | **Step** | **Branching Action** |
|  |  | N/A |
| **Open Issues** |  |  |