

<b>Use case</b>	Start a game against AI
<b>Use case ID</b>	1
<b>Actors</b>	User, System-AI
<b>Preconditions</b>	The poker program is open in the main menu
<b>Main Success Scenario</b>	<ol style="list-style-type: none"> <li>1. The user selects "Single Player" and sets "Number. of players" to 2.</li> <li>2. User accepts default settings by clicking "Start tournament"</li> <li>3. The player is now in the tableview and the players are seated.</li> <li>4. Positions are set</li> <li>5. Stack sizes are set</li> </ol>
<b>Frequency of Use</b>	Every time the user wants to play a game against the computer
<b>Extensions</b>	<p>2a. The user wants to edit the settings</p> <p>2a-1 The user enters a negative startstack</p> <ul style="list-style-type: none"> <li>- The system tells the user that the start stack must be a positive integer, and tells the user to re-enter the value</li> </ul> <p>2a-2. The user enters an invalid BB, e.g. bigger than startstack/10, or a negative value</p> <ul style="list-style-type: none"> <li>- The system displays the appropriate error message and tells the user to re-enter the value</li> </ul> <p>2a -3. The user enters a negative blind-level duration</p> <ul style="list-style-type: none"> <li>- The system displays an error message telling the user to re-enter a positive value.</li> </ul>
<b>Postconditions</b>	<ul style="list-style-type: none"> <li>- The game was initialized</li> <li>- The player was ready to start playing</li> </ul>

<b>Use case</b>	Play a hand against AI
<b>Use case ID</b>	2
<b>Actors</b>	User, System-AI
<b>Preconditions</b>	The game has been started The dealer button has been assigned to a player Both players have chips left
<b>Main Success Scenario</b>	<ol style="list-style-type: none"> <li>1. The blinds are automatically posted.</li> <li>2. Each player on the table is dealt a hand of two cards</li> <li>3. The user can see his own cards, but not his opponent's cards</li> <li>4. A betting round starts</li> <li>5. The player in the SB position makes a decision (fold, check, raise).</li> <li>6. The player in the BB position acts accordingly</li> <li>7. Loop steps 5 and 6 until the players have agreed to an amount.</li> <li>8. A flop consisting of three cards is displayed, these are visible to all players (community cards)</li> <li>9. Do step 7 again</li> <li>10. The next community card, the turn, is displayed on the table.</li> <li>11. Do step 7 again</li> <li>12. The last card on the table, the river, is displayed</li> <li>13. Do step 7 again</li> <li>14. The players show their cards</li> <li>15. The winner is determined</li> <li>16. The winner is awarded the total pot on the table</li> <li>17. The dealer button is shifted clockwise one position</li> </ol>
<b>Frequency of Use</b>	As long as there are players left in the game
<b>Extensions</b>	<p>1a. One of the players does not have enough chips to post their blind.</p> <ul style="list-style-type: none"> <li>- The player is all in and can only win double of his current stack</li> </ul> <p>5, 6a. One of the players decides to fold</p> <ul style="list-style-type: none"> <li>- The remaining player is awarded the pot without showing his cards</li> </ul> <p>15a. The players have equal strength hands</p> <ul style="list-style-type: none"> <li>- The pot is split and each player is awarded half the pot. A draw-message is displayed. (not yet</li> </ul>

	implemented)
<b>Postconditions</b>	The stack size of each player in the hand was updated

<b>Use case</b>	A heads up game vs. the System-AI ends
<b>Use case ID</b>	3
<b>Actors</b>	User, System-AI
<b>Preconditions</b>	The game has been started There are only two players in the game
<b>Main Success Scenario</b>	<ol style="list-style-type: none"> <li>1. A hand is played</li> <li>2. Player one moves all in</li> <li>3. Player two calls</li> <li>4. The player with the least amount of chips ends up losing the hand</li> <li>5. A message is displayed telling the user that he has won/lost.</li> </ol>
<b>Frequency of Use</b>	At the end of each game
<b>Extensions</b>	4a. The player with least chips wins the hand <ul style="list-style-type: none"> <li>- The game continues until point 4 occurs</li> </ul>
<b>Postconditions</b>	One of the players won the game