

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

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

	implemented)
Postconditions	The stack size of each player in the hand was updated

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